Q&A with Gary Gygax Pt. 3

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Dinkeldog Sunday, 6th April, 2003, 05:01 PM

Q&A with Gary Gygax Pt. 3

Continued from here

Gary just want to echo those that appreciate you taking the time to talk to us about stuff like this.

Joseph Elric Smith Sunday, 6th April, 2003, 05:03 PM

Now we just have to hope he finds it :)
So gary did you ever have a creation myth for the world of greyhawk? explain how it came to be etc.?
Ken

Angcuru Sunday, 6th April, 2003, 05:08 PM

Gary, if you could stat yourself out for 3rd edition, what would you be like?

Col_Pladoh Sunday, 6th April, 2003, 06:29 PM

Re: Q&A with Gary Gygax Pt. 3

> Quote:
>
> *Originally posted by Dinkeldog*
> **Continued from here**
>
> **Gary just want to echo those that appreciate you taking the time to talk to us about stuff like this.**

Confession:

I haven't been musy inspired in regards creative writing--been watching the telly to keep track of the war in Iraq.

Posting here is a welcome break;)

Cheers,
Gary

Col_Pladoh Sunday, 6th April, 2003, 06:31 PM

> Quote:
>
> *Originally posted by Joseph Elric Smith*
> **Now we just have to hope he finds it :)**
> **So gary did you ever have a creation myth for the world of greyhawk? explain how it came to be etc.?**
> **Ken**

Mike Mornard suggested that it was spun into existance by the Great Spoder.

I never got that far in working backwards into the history of the world--too much contemporary material that needed attention.

Cheers,
Gary

Col_Pladoh Sunday, 6th April, 2003, 06:33 PM

> Quote:
>
> *Originally posted by Angcuru*
> **Gary, if you could stat yourself out for 3rd edition, what would you be like?**

That question requires far greater knowledge of the system than I possess :rolleyes:

Gary

Wormwood Sunday, 6th April, 2003, 06:39 PM

Quote:

> *Originally posted by Col_Pladoh*
> **I haven't been musy inspired in regards creative writing--been watching the telly to keep track of the war in Iraq.**

Tell me about it---I've been working for two weeks with a live Baghdad-cam in the corner of my screen. Almost blew out my pc speakers a few times.

Been off for a couple of days now...so now I have to work. :(

Melan

<div align="right">Sunday, 6th April, 2003, 07:38 PM</div>

Greetings!

A new question: in your games, how often did the characters confront arch-devils and demon lords (if at all)? Were they successful in slaying these great evil powers, or did such a fight always mean irrevocable, painful death?

For example, did they come blow to blow with Zuggtmoy, did they spell an end to Lolth (maybe in a different way from Queen of the Demonweb Pits?), or was Kerzit's defeat an isolated event?

Plus: was demonkind limited to the base types found in the Monster Manual, or did you invent multiple demon variants to entertain and terrify the adventurers?

Col_Pladoh

<div align="right">Sunday, 6th April, 2003, 08:07 PM</div>

Quote:

> *Originally posted by Wormwood*
>
> **Tell me about it---I've been working for two weeks with a live Baghdad-cam in the corner of my screen. Almost blew out my pc speakers a few times.**
>
> **Been off for a couple of days now...so now I have to work. :(**

Right...and I like that sig you have:)

Cheers,
Gary

Kai Lord

<div align="right">Sunday, 6th April, 2003, 08:12 PM</div>

Hey Gary,

Here's a question for the ages. Does drow rhyme with cow?

Col_Pladoh

<div align="right">Sunday, 6th April, 2003, 08:16 PM</div>

Quote:

> *Originally posted by Melan*
> **Greetings!**
>
> **A new question: in your games, how often did the characters confront arch-devils and demon lords (if at all)? Were they successful in slaying these great evil powers, or did such a fight always mean irrevocable, painful death?**
>
> **For example, did they come blow to blow with Zuggtmoy, did they spell an end to Lolth (maybe in a different way from Queen of the Demonweb Pits?), or was Kerzit's defeat an isolated event?**
>
> **Plus: was demonkind limited to the base types found in the Monster Manual, or did you invent multiple demon variants to entertain and terrify the adventurers?**

Heh! No PC in the group would ever have dared face a really big-time demomon of devi. I'll speak for Mordenkainen and Bigby in that regard;) When playing in what became the D3 module someone in the group managed to gate in Asmodeus, and another character called for some entity as strong as that to oppose that devil. Of course I brought in Orcus when the call for assistance was deemed successful. The two are actually opposed of course... They had a fine time laughing at the grovelling mortals, then failed to agree as to who got whose souls. The dispute escallated, and the party escaped.

Not a lot of demons and devils were encountered in my campaign, and when they were it was usually a major fight to get rid of them. They tended to keep gating in reinforcements.

I would sometimes create a unique sort of minor demon or devil for the party to deal with, but. with the plethora of other monsters available this was a rare and "special" thing.

Cheers,

Gary

In response to the Devil Q and A....

I find that alot of gamers under play the creatures. Namely dragons, powerful undead, and devils/ demons. Even without any roleplaying element to these types of monsters. They can cause a great deal of pain if played well.

Or maybe it is just my gaming style, but no player of mine is going to go dragon hunting in his spare time.

I have no real question. Im just stating an opinion....

Actually, I do have a question.

Why spiders?

Many years ago, we battled our way down down down to the Abyss and discovered that the dark heart of the Drow had eight legs.

We've been fascinated by the Dark Elves ever since, but I've always wondered what inspired their arachnophilia?

It's a wonderful touch which lent the race a uniquely creepy feel (that echoes to this day), but is there some story behind that decision?

Thanks.

another question...

Gary, in your mind, how old is Oerth? Is it millions of years old, thus capable of generating fossils, species evolution, and mass extinctions? Or was it whipped up by the gods 20,000 years prior to Oerth's recent history?

(Yes, I asked this on GreyTalk, as well)

> Quote:
> ---
> *Originally posted by Col_Pladoh*
>
> **That question requires far greater knowledge of the system than I possess :rolleyes:**
>
> **Gary**
> ---

ok then we'll keep it simple. How do you picture yourself in-game? In terms of alignment and class, possible race. Quite a broad non-system-oriented question, I'd say.

> Quote:
> ---
> *Originally posted by Wormwood*
> **Actually, I do have a question.**
>
> **Why spiders?**
>
> **Many years ago, we battled our way down down down to the Abyss and discovered that the dark heart of the Drow had eight legs.**
>
> **We've been fascinated by the Dark Elves ever since, but I've always wondered what inspired their arachnophilia?**
>
> **It's a wonderful touch which lent the race a uniquely creepy feel (that echoes to this day), but is there some story behind that decision?**
>
> **Thanks.**
> ---

You put your finger on the matter nicely. Spiders lurk in dark places, attack savagely, are nasty and poisonous. That's the way most people think of them, so what better symbol for the Drow than that?

No, I don't like spiders in the least :eek:

Cheers,
Gary

8XXX{0}====>

Sunday, 6th April, 2003, 10:26 PM

A question for you...

Have you read George R. R. Martin's A Song of Ice and Fire series. If you have, what do you think of it?

Thanks,

Sword

Col_Pladoh

Sunday, 6th April, 2003, 10:29 PM

Quote:

> *Originally posted by Aeolius*
> **another question...**
>
> **Gary, in your mind, how old is Oerth? Is it millions of years old, thus capable of generating fossils, species evolution, and mass extinctions? Or was it whipped up by the gods 20,000 years prior to Oerth's recent history?**
>
> **(Yes, I asked this on GreyTalk, as well)**

What a question! just between us it's one that I think the DM should decide;)

The long history with ages passing is great, but that means all manner of additional material needed for the campaign, including possible past races, gods, etc.

Enough of the past can be garnered in a history that spans only some tens of thousands of years, not billions or many millions.

I envisioned the Oerth, the World of Greyhawk, as a parallel earth far removed from out own probability, a much more recent one that was spun off by the deities that are found there. If another DM wants to have it as one as old as this world and can manage the details, fine.

Cheers,
Gary

Col_Pladoh

Sunday, 6th April, 2003, 10:32 PM

Quote:

> *Originally posted by 8XXX{0}====>*
> **A question for you...**
>
> **Have you read George R. R. Martin's A Song of Ice and Fire series. If you have, what do you think of it?**
>
> **Thanks,**
>
> **Sword**

Sorry, but I have not read the book, so I am unable to comment. As a rule of thumb if it is anything like the work of Anthony, de Camp & Pratt, Farmer, Leiber, Howard, Merritt, Moorcock, Saberhagen, or Vance I will likely enjoy it.

Cheers,
Gary

8XXX{0}====>

Sunday, 6th April, 2003, 10:38 PM

I think you would like the series. Its better written than Wheel of Time, but since I havnt read anything by the abovementioned authors, I cant really comment accurately. But thanks for answering my question.

Its kind of intimidating to be 17 and ask questions of The Man.

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Faraer   Sunday, 6th April, 2003, 10:52 PM

Quote:

Originally posted by Col_Pladoh

Likely two large continents would have been added. The nearest would house cultures akin to the Indian, Burmese, Indonesian, Chinese, Tibetan, and Japanese. Another would likely have been the location of African-type cultures, including the Egyptian. A Lemurian culture would have been based off the Central and South American cultures of the Aztec-Mayay-Inca sort.

Ver' interesting. I note that *Sea of Death* seems to indicate Indian-like states (Changol, Jahind, etc.) in Oerik, west and south of the Sea of Dust/Suloise Empire...

There are some of Gary's ideas of elder ages of the AD&D multiverse, and by necessity the WoG, in *The Slayer's Guide to Dragons*, which I am much enjoying.

Col_Pladoh   Sunday, 6th April, 2003, 11:01 PM

Quote:

Originally posted by 8XXX{0}====>
I think you would like the series. Its better written than Wheel of Time, but since I havnt read anything by the abovementioned authors, I cant really comment accuratly. But thanks for answering my question.

Its kind of intimidating to be 17 and ask questions of The Man.

Just remember that I was 17 once myself;) My buddy Tom Keogh's father was a freelance artist and inventor, a great fan of myster and SF fiction. I used to feel somewhat intimidated speaking to him about the authors I liked, but I was such a SF goob that I did it anyway. Funny thing about Mr. Keogh was that he had worked for Walt Disney and he looked a bit like him--made it ever more intimidating;)

Cheers,
Gary

Col_Pladoh   Sunday, 6th April, 2003, 11:04 PM

Quote:

Originally posted by Faraer
Ver' interesting. I note that *Sea of Death* seems to indicate Indian-like states (Changol, Jahind, etc.) in Oerik, west and south of the Sea of Dust/Suloise Empire...

There are some of Gary's ideas of elder ages of the AD&D multiverse, and by necessity the WoG, in *The Slayer's Guide to Dragons*, which I am much enjoying.

Just the way a verbig would say that:D

Mthanks for the lauds, but make that Gary and Jon Creffield. Jon is a very talented writer whose work will be seen more and more, I think.

Cheerio,
Gary

Tewligan   Sunday, 6th April, 2003, 11:11 PM

I'm curious as to how hard it was to sell the idea of mixing fantasy into historical wargaming to your group way back when you were first developing Chainmail and, later, D&D. I would imagine that some of the more die-hard wargamers of the time would be a little leery of throwing wizards and orcs into the mix, and even more reluctant to trade a field full of armies for a dungeon full of adventurers. Was there a lot of nay-saying and footdragging, or was everyone enthusiastic from the start?

Col_Pladoh   Sunday, 6th April, 2003, 11:30 PM

Quote:

Originally posted by Tewligan
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there a lot of nay-saying and footdragging, or was everyone enthusiastic from the start?

The reception of fantasy elements in the medieval tabletop wargame was incredibly enthusiastic by about 90% of the old group. Lee Tucker dismissed it, and me. Mike Reese and Jeff Perren were not captivated by giants hurling boulders and dragons breathing fire and lightning bolts, not did wizards with spells, heroes and superheroes with magic armor and swords prove compelling to them.

That said, the Chainmail fantasy games soon were drawing crowds to the basement sand table where but a handful of wargamers once played;) It got so crowded that we had to turn gamers away unless they were regulars--no room around the table.

When I wrote up a fantasy battle report for Don Featherstone's Wargamer's Newsletter ("The Battle of the Brown Hills"), one reader commented in a later issue that I should forget fantasy and do more interesting games such as his Balkan Wars ones...

That sort of criticism has never daunted me;)

Cheerio,
Gary

MerricB

G'day Gary!

> Quote:
>
> *When I wrote up a fantasy battle report for Don Featherstone's Wargamer's Newsletter ("The Battle of the Brown Hills"), one reader commented in a later issue that I should forget fantasy and do more interesting games such as his Balkan Wars ones...*

Perhaps you should have done so... and attributed the loss of a battalion to "the elves in the hills". ;)

Wow! Thread the third!

It seems like only... well, a couple of years ago, really... that you were first keeping us guessing as to the true identity of Col_Pladoh. :)

Gary, I do have one request of you:

Over the past few years (and more for your poor players), you've created a large number of mysteries, such as the Great Stone Face, and the Jeweled Running Man... I know you don't want to reveal the truth of these matters prematurely, but could you please write down the explanations and get them sealed in a bank vault or similar in case of your untimely end before someone *does* solve them?

Hmm... you might want to add something like "to be destroyed, unopened, in case of death by foul play", because I can just see a few angry D&D historians wanting the solutions to these things rampaging towards your house...

:)

Cheers!

S'mon

Just want to say that I'd be very interested in acquiring Gygax-written supplements on both Oerth-ish barbarian Norse realms, and Sea of Death/Sea of Dust-type realms: I have both in my campaign world so even if I didn't use for Greyhawk they'd fit great! :)
I think generic supplements that could (but didn't have to be) used for Oerth or any other particular world would be the way to go. A "Castle Zagyg" scenario that could be (but might not be) Castle Greyhawk would also be nice, especially if it was a multi-dimensional edifice, with ideas on/links to alternate versions in alternate worlds - ie it might be known as Castle Greyhawk on one world, Castle Zagig on another, Zagy's Pile on yet another... see where I'm going? :)
Ideally permission from WoTC to use a few WoTC TM'd words (eg Greyhawk) in passing would be nice, but not vital to the enterprise.

-Simon

Eternalknight

> Quote:
>
> *Originally posted by Col_Pladoh*
> *Likely two large continents would have been added. The nearest would house cultures akin to the Indian, Burmese, Indonesian, Chinese, Tibetan, and Japanese. Another would likely have been the location of African-type cultures, including the Egyptian. A Lemurian culture would have been based off the Central and South American cultures of the Aztec-Mayay-Inca sort.*

Did you ever think of doing much on Australian Aboriginie mythology? It seems to be a greatly untapped resource in RPG's.

---

tleilaxu

hello!

what foreign countries have you been to?

Alzrius

If I'm asking a question that has been asked before, feel free to brush me aside: I keep meaning to read through the older threads of your Q&A, but never seem to get around to it.

What did you think of Ed Greenwood's *Forgotten Realms* when you saw it, compared to your own *World of Greyhawk*?

MerricB

> Quote:
>
> *Originally posted by Eternalknight*
>
> **Did you ever think of doing much on Australian Aboriginie mythology? It seems to be a greatly untapped resource in RPG's.**

The only game supplement I know of dealing with Australia is a supplement for Teenage Mutant Ninja Turtles/After the Bomb by Palladium. Weird, eh?

Actually, I can possibly think of one or two others...

Cheers!

Col_Pladoh

> Quote:
>
> *Originally posted by MerricB*
> **G'day Gary!**
>
> **[snippage]**
>
> **Over the past few years (and more for your poor players), you've created a large number of mysteries, such as the Great Stone Face, and the Jeweled Running Man... I know you don't want to reveal the truth of these matters prematurely, but could you please write down the explanations and get them sealed in a bank vault or similar in case of your untimely end before someone does solve them?**
>
> **Hmm... you might want to add something like "to be destroyed, unopened, in case of death by foul play", because I can just see a few angry D&D historians wanting the solutions to these things rampaging towards your house...**
>
> **:)**
>
> **Cheers!**

Hi Merrick!

That's a thought. Of course some possible explanation will be given in the "Zagig's Castle" work...if that ever comes into being. Of course I never planned to give the actual information I based things like you mention above for my campaign--at least not obviously. the very best part of mysteries is keeping them that. This can be done by offering multiple options for the Dm for the "Disappearing Jeweled Man," the instant evoker of greed in my group of PCs, and the "Great Stone Face," something as enigmatic as Stonehenge.

Of course even as I give a choice of explanations for those things I wil have to include new, unanswered riddles--or at lease highlight some previously unknown ones there in the mazes below the castle.

Life is full of unanswered questions, and I believe that the RPG would should be the same;)

Cheers,
Gary

Col_Pladoh

S'mon,

Managing a generic line of sumc supplemental material might be possible is it was kicked off by "Zagig's Castle," and that and follow on modules were successful sales-wise.

Indeed, the castle might have many names in its manifestations on parallel worlds... Dunfalcon springs to mind as one;)

Cheers,
Gary

Col_Pladoh

> Quote:
>
> *Originally posted by Eternalknight*
>
> **Did you ever think of doing much on Australian Aboriginie mythology? It seems to be a greatly untapped resource in RPG's.**

while i am much impressed with the Australian Aboriginies, and also with the Bushmen of Africs, I never contemplated adding them to the mix simply because their cultures are so far from those used as bases for the milieux of Oerth adventuring. The amount of work necessary to establish the groundwork for play therein would be rather daunting, bith for the author and the DM utilizing the material. It would be a simpler

matter to manage it for the LA game system, but for D&D I can foresee all manner of lengthy additions to the rules being necessary. BTW, by D&D, I am speaking broadly, and mean AD&D as well.

Cheers,
Gary

Col_Pladoh

Quote:

> *Originally posted by tleilaxu*
> **hello!**
>
> **what foreign countries have you been to?**

I have been to about 40 of the US states, Canada, Mexico, Bermuda, the Bahamas, England, France, Germany, Holland, Italy, Spain, Switzerland, and Morocco. Still a whole lot of this world I need to visit;)

Cheers,
Gary

Eternalknight

Quote:

> *Originally posted by Col_Pladoh*
>
> **while i am much impressed with the Australian Aboriginies, and also with the Bushmen of Africs, I never contemplated adding them to the mix simply because their cultures are so far from those used as bases for the milieux of Oerth adventuring. The amount of work necessary to establish the groundwork for play therein would be rather daunting, bith for the author and the DM utilizing the material. It would be a simpler matter to manage it for the LA game system, but for D&D I can foresee all manner of lengthy additions to the rules being necessary. BTW, by D&D, I am speaking broadly, and mean AD&D as well.**
>
> **Cheers,**
> **Gary**

Thanks for answering Gary :) So, then, when are you coming to Australia? :D

Col_Pladoh

Quote:

> *Originally posted by Alzrius*
> **If I'm asking a question that has been asked before, feel free to brush me aside: I keep meaning to read through the older threads of your Q&A, but never seem to get around to it.**
>
> **What did you think of Ed Greenwood's Forgotten Realms when you saw it, compared to your own World of Greyhawk?**

When Ed Greenwood's Forgotten Realms hit I never got around to examining it as a world setting. Had it been published while I was still active in TSR management it would have been a different story, of course. As it happened, though, I was already involved with conceptualization of a new RPG system, so I didn't spend time with others' creative work.

Cheers,
Gary

Col_Pladoh

Quote:

> *Originally posted by Eternalknight*
>
> **Thanks for answering Gary :) So, then, when are you coming to Australia? :D**

Funny you should mention that!

I've wanted to take a trip to Australia for many years now, but it's a long way and expensive trip to boot. (Fact is I hate flying--long, boring, and I can't even smoke on planes any more.) anyway, I hope to make it down under one day, travel the breadth of the continent...wine in the West, sunny beaches on the East, and lost of sand in the middle, eh?

Cheers,
Gary

BigBastard

Quote:

Originally posted by MerricB

The only game supplement I know of dealing with Australia is a supplement for Teenage Mutant Ninja Turtles/After the Bomb by Palladium. Weird, eh?

Actually, I can possibly think of one or two others...

Cheers!

Fantasy Games Unlimited did two books for Aftermath! which were set in Sydney I think. It was set hundred years after a plague took out much of the worlds population. The characters survived due to the fact they were members of a scientific study in cryogenics experiment.:D Great campaign setting.

BigBastard

Tuesday, 8th April, 2003, 12:03 AM

Gary, there has been a discussion in this forum dealing the cost of game books. As a former game publisher what are your views on this subject. I would also like to know your stance on those who are copying still in print gamebooks and distributing them for free on the internet?:(How do you feel this is effecting the hobby in general? Thank you Gary.

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Eternalknight

Tuesday, 8th April, 2003, 01:03 AM

> Quote:
>
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>
> **Funny you should mention that!**
>
> **I've wanted to take a trip to Australia for many years now, but it's a long way and expensive trip to boot. (Fact is I hate flying--long, boring, and I can't even smoke on planes any more.) anyway, I hope to make it down under one day, travel the breadth of the continent...wine in the West, sunny beaches on the East, and lost of sand in the middle, eh?**
>
> **Cheers,**
> **Gary**

That just about some up Australia alright :D I'll have a cold beer waiting here for you (hec, it's the least I can do for the man who has given me *years* of entertainment!)

Col_Pladoh

Tuesday, 8th April, 2003, 02:07 PM

> Quote:
>
> *Originally posted by BigBastard*
> **Gary, there has been a discussion in this forum dealing the cost of game books. As a former game publisher what are your views on this subject.**

The vast majority of game publisherds make a thin living at best. Because they do not have the economy of scale that a large company, WotC, for example, has, they need to have seemingly high proces on products that are of high quality.

Consumers need to remember that the publsisher gets only about 40% of cost of a product, and from that all costs and operating expenses must be paid. Thus it's about 99% certain that the price charged is barely enough to keep the company in operation, pay the authors, artists, editors, and other persons needed to produce the work;)

> Quote:
>
> **I would also like to know your stance on those who are copying still in print gamebooks and distributing them for free on the internet?:(How do you feel this is effecting the hobby in general? Thank you Gary.**

What you describe is theft, pure and simple. It is criminal and also subject to civil penalties. Those stealing thus should be prosecuted by the owners of the IP being stolen, sued civally. Hopefully the thieves will end up having to pay legal costs for the plaintiffs, triple damages, and punative damages in top of that.

Stealing alwyas hurts others. In the case cited it hurts toe publisher and those who derrive income from that operation. It also harms all those who sell the stolen product--game distributors and shop owners. It also harms the end users who are honest, those gamers who refuse to accept stolen property. Such theft adds to the cost of game products and discourages the creation of new product.

Some perry thieves feel they are justified in stealing from big companies--film studios and record producers. that's wroing, of course. To do the same to small game publishers is absolutley impossible to rationalize. for they are not rich, and such theft might actually drive them out of business.

Ciao,
Gary

Col_Pladoh

Tuesday, 8th April, 2003, 02:10 PM

> Quote:
>
> *Originally posted by Eternalknight*
>
> **That just about some up Australia alright :D I'll have a cold beer waiting here for you (hec, it's the least I can do for the man who has given me years of entertainment!)**

Heh, and oaky! I enjoy a good beer, and I don't like winter here in Wisconsin. I always thought it would be great to spend six months--October through March in Australia to escape this place;) Maybe next year...

Cheers,
Gary

Larcen

Hi Gary.

I heard you are going to be at Higgins Armory Museum in Worcester MA later this month. As I live in RI it's only a short jaunt away.

Can you tell me what you are planning for this event? Will it be just a straight book-signing? (Not that that in itself would not be worth the trip. ;))

Col_Pladoh

> Quote:
>
> *Originally posted by Larcen*
> **Hi Gary.**
>
> **I heard you are going to be at Higgins Armory Museum in Worcester MA later this month. As I live in RI it's only a short jaunt away.**
>
> **Can you tell me what you are planning for this event? Will it be just a straight book-signing? (Not that that in itself would not be worth the trip. ;))**

The event will be a discussion of weapons--fantasy and actual ones as on display at the museum. I'll give a brief introduction as to how I became interested in mediaval weaponry before that, then answer questions after. A luncheon follows, then a tour. There will be a book signing following that.

Here's the schedule of events direct from the Good Folks at Higgins Armory Museum:)

> 10:30-12:00 Talk with you and Jeffrey
> 12:00-1:00 Lunch
> 1:00-2:00 Tour of weapons and armor in the Great Hall
> 2:00-3:00 Demonstration of weapons by our Sword Guild
> 3:00-4:00 Booksigning

Cheers,
Gary

MerricB

G'day Gary!

Over the years, you presented several systems to create ability scores in Dungeons and Dragons. From the initial "roll 3d6 six times, and assign to ability scores in order" to the later versions in AD&D and Unearthed Arcana...

What method did you actually use in your campaign? (It probably changed, but which was your favourite?)

Cheers and Best Wishes!

Eternalknight

> Quote:
>
> *Originally posted by Col_Pladoh*
>
> **Heh, and oaky! I enjoy a good beer, and I don't like winter here in Wisconsin. I always thought it would be great to spend six months-- October through March in Australia to escape this place;) Maybe next year...**
>
> **Cheers,**
> **Gary**

Well if you enjoy good beer you will come to the right place ;)

Col_Pladoh

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> **Over the years, you presented several systems to create ability scores in Dungeons and Dragons. From the initial "roll 3d6 six times, and assign to ability scores in order" to the later versions in AD&D and Unearthed Arcana...**
>
> **What method did you actually use in your campaign? (It probably changed, but which was your favourite?)**
>
> **Cheers and Best Wishes!**

Hola Merric!

As stats became more vital to a long-lived PC, I improved the players' chance to get a viable one quickly, one that they would be happy with.

In my campaign I allowed rolls of 4d6, three highest for the score, and arrangement of scores as the player wished. That enabled the creation of a character the player wished to play, of course.

Ciao,
Gary

Col_Pladoh

Quote:

> *Originally posted by Eternalknight*
>
> **Well if you enjoy good beer you will come to the right place ;)**

The USA has finally begun to brew decent beer and ale again. Over the last decade, mainly based on the success of the Samuel Adams line, quite a number of brews that have real flavor and character can be enjoyed. Still, all the "junk" beer seems to sell well, and even Sam Adams is now making a "light" (read low alcohol) version. Ugh!

Gary

Flexor the Mighty!

Uh Gary? Are those Gord the Rogue graphic novels out yet? Well are they? I went into the local store yesterday looking for them. They said they had never heard of them, I said they were trying to keep me from them. They asked me if they were Forgotten Realms comics...so I went into a rage like the Hulk! Except I'm closer to Curly than Lou Ferigno and I hurt myself trying to tip the magazine rack over. Then they threw me out. After all that I still didn't have my Gord the Rogue graphic novels!

Bregh

Props to Flexor! That was the funniest thing I've read in a long while!:D

And yeah, big G, what about them Gord graphic novels? Can you drop any names as to the artists/adaptors? And. When. They'll. Be. Out? ;)

Col_Pladoh

Good post there, Flexor:)

The Gord the Rogue graphic novels are supposed to be secret. I blew that some time back, but what the hell... :rolleyes:

Latest word from the publisher is that the series will be announced at the Chicago Comic Con in August. That's likely a sure thing, as I am slated to show up there on Saturday the 9th (I think that's the date) to promo the "Zero Issue" and the coming regular numbers to follow.

The delay has been to assure the artwork is top flight and line up distribution.

Cheerio,
Gary

---

mythusmage

One day the head of Anheuser Busch, the head of Coors, and the head of Guiness walk into a bar and go to the counter. There the bartender asks them what they'll have.

The head of Anheuser Busch says, "I'll have a Budweiser."

The head of Coors says, "I'll have a Coors."

The head of Guiness says, "I'll have a soda."

A bit surprised the bartender asks him, "Why are you having a soda?"

The CEO of Guiness replies, "Well, since neither of my friends are having a beer, It didn't seem right to have one myself."

Flexor the Mighty!

Bah Guinness is good but Budweiser is better!!!! More alcohol and more Drinkability*!

I like Beer, no I love Beer. I love German Beers most of all, but decent non-lite American Beer is good too.

*that's what's on the can.

optimizer

Howdy!

> **Quote:**
>
> *Originally posted by Col_Pladoh*
>
> **Hola Merric!**
>
> **As stats became more vital to a long-lived PC, I improved the players' chance to get a viable one quickly, one that they would be happy with.**
>
> **In my campaign I allowed rolls of 4d6, three highest for the score, and arrangement of scores as the player wished. That enabled the creation of a character the player wished to play, of course.**
>
> **Ciao,**
> **Gary**

We started with with 3d6 in order rolled, moved to 3d6 in player selected order to get characters and classes we would like to play, then finally ended up with the 4d6 with player selected order to get viable characters like you mention. We have been doing this for years and seems to be the best way for us. I am glad to know that our paths moved the same way! :)

Thanks!

Mike

optimizer

Howdy!

> **Quote:**
>
> *Originally posted by mythusmage*
> **One day the head of Anheuser Busch, the head of Coors, and the head of Guiness walk into a bar and go to the counter. There the bartender asks them what they'll have.**
>
> **The head of Anheuser Busch says, "I'll have a Budweiser."**
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> **The head of Coors says, "I'll have a Coors."**
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>
> **A bit surprised the bartender asks him, "Why are you having a soda?"**
>
> **The CEO of Guiness replies, "Well, since neither of my friends are having a beer, It didn't seem right to have one myself."**

LOL! Good one - thanks for sharing! :D

Mike

Col_Pladoh

> **Quote:**
>
> *Originally posted by optimizer*
> **Howdy!**
>
> **We started with with 3d6 in order rolled, moved to 3d6 in player selected order to get characters and classes we would like to play, then finally ended up with the 4d6 with player selected order to get viable characters like you mention. We have been doing this for years and seems to be the best way for us. I am glad to know that our paths moved the same way! :)**
>
> **Thanks!**
>
> **Mike**

Agreed, Mike;)

The objective is to have players who are happy with their new PCs, the latter having a decent chance of surving the adventures.

Cheers,
Gary

Col_Pladoh

At the risk of incurring wrath...

All the popular American beers are watery and tasteless, so they need to be drunk ice cold so as to convince the poor deluded consumers that it is beer they are drinking, not amber-hued, carbonated water.

IMO the British real ales are about the best brew one can enjoy. Sam Smith's Nut Brown Ale is one of my vary favorites, and their Oatmeal Stout is better than Guiness to my palate.

Peter Hand Brewery used to make an excellent beer, their Special Reserve, but it had body and flavor, so folks raised on soda pop likely preferred beers lacking those qualities.

Heh,
Gary

Flexor the Mighty! Friday, 11th April, 2003, 06:58 PM

We usually drink our Budweiser at progressively warmer temperatures. See the group of guys I drink with most of the time just sit our case of Bud on the table and start going at it. Pour in some Bushmills shooters and it's ecstacy!

Flexor the Mighty! Friday, 11th April, 2003, 07:28 PM

Gary can you tell me if the Gord GN's will be able to feature the Greyhawk names and locations?

Col_Pladoh
Friday, 11th April, 2003, 07:56 PM

Quote:

Originally posted by Flexor the Mighty!
We usually drink our Budweiser at progressively warmer temperatures. See the group of guys I drink with most of the time just sit our case of Bud on the table and start going at it. Pour in some Bushmills shooters and it's ecstacy!

Boilermakers are different than straight beer. If I'm mixing Irish whiskey in my beer, the brand isn't going to matter much;)

Heh,
Gary

Col_Pladoh
Friday, 11th April, 2003, 07:59 PM

Quote:

Originally posted by Flexor the Mighty!
Gary can you tell me if the Gord GN's will be able to feature the Greyhawk names and locations?

Whatever is in the novel will be in the graphic form, so the later ones will not have Greyhawk names not found in the first two. Actually, as parts of City of Hawks will be picked up to flesh out the initial two graphic novel series, these will be somewhat expanded versions of the first two stories.

Cheers,
Gary

Angcuru
Friday, 11th April, 2003, 09:56 PM

Enough about beer, back to reality.

Well, there's one thing I've always wondered, Gary. When you run games, do you have your own unpublished homebrew, or do you use one of the pre-existing settings?

Have you(exclusively) written and published a setting? (I assume Greyhawk was a joint endeavor, if so, that wouldn't count in this respect .)

BTW, who developed Mystara?

Col_Pladoh
Friday, 11th April, 2003, 10:14 PM

Re: Enough about beer, back to reality.

Quote:

Originally posted by Angcuru
Well, there's one thing I've always wondered, Gary. When you run games, do you have your own unpublished homebrew, or do you use one of the pre-existing settings?

Have you(exclusively) written and published a setting? (I assume Greyhawk was a joint endeavor, if so, that wouldn't count in this respect .)

BTW, who developed Mystara?

I have done three world settings on my own: World of Greyhawk, Epic of Aerth, and the latest one, still in process of publication, and with developer input, Lejendary Earth.

I used my own special homebrewed setting for A/D&D up to about 1978, then switched to the published WoG. When I was running a Mythus campaign I used the Epic of Earth, and currently my LA game campaign is based on the Lejendary Earth world setting and it's 20 pantheons of deities;)

Sorry, but i don't know who authored Mysteria.

Cheers,
Gary

Angcuru
Friday, 11th April, 2003, 11:19 PM

What do you think of the Hackmasterization of Old-School D&D? I.E. Greyhack...

BOZ

Re: Re: Enough about beer, back to reality.

> Quote:
>
> *Originally posted by Col_Pladoh*
> **Sorry, but i don't know who authored Mysteria.**
>
> **Cheers,**
> **Gary**

was that dave arneson? i forget who i heard was the main designer for the original D&D Known World.

Col_Pladoh

> Quote:
>
> *Originally posted by Angcuru*
> **What do you think of the Hackmasterization of Old-School D&D? I.E. Greyhack...**

When it first hit I was quite enthused, but HM now seems to be growing out of all proportions. Of course, I have come to appreciate a "less is better" sort of approach to RPG rules...

Cheers,
Gary

Col_Pladoh

Re: Re: Re: Enough about beer, back to reality.

> Quote:
>
> *Originally posted by BOZ*
>
> **was that dave arneson? i forget who i heard was the main designer for the original D&D Known World.**

Heh....

Seeing that D&D wasn't around to build a world setting for until 1974, and the first pubvloished world setting thereafter was World of Greyhawk, what else can I say?

Gary

Geoffrey

Re: Re: Enough about beer, back to reality.

> Quote:
>
> *Originally posted by Col_Pladoh*
> **I used my own special homebrewed setting for A/D&D up to about 1978, then switched to the published WoG.**

Gary, would you be amenable to sharing some details of this pre-1978 homebrewed setting?

tieranwyl

Gary,

Which do you consider to be more rules-lite, Lejendary Adventures or AD&D 1E?

If you were to do a revision of AD&D 1E, would there be significant changes to: classes, alignment, level restrictions, class restrictions, experience and level progression, combat or magic? Would there be any room for improvements in 1E, and if so, what would they look like?

What types of adventures are best handled by Lejendary Adventures? Do dungeon crawls have a place in LA?

Col_Pladoh

Re: Re: Re: Enough about beer, back to reality.

> Quote:
>
> *Originally posted by Geoffrey*
>
> **Gary, would you be amenable to sharing some details of this pre-1978 homebrewed setting?**

Briefly, I will do so;)

The planet was much like our earth. Think of the world of Aerth as was presented for the MYTHUS FRPG.

The city of Greyhawk was located on the lakes in about the position that Chicago is, and Dyvers was north ar the Milwaukee location. The general culture was pseudo mediaval European. Some of the kingdoms shown on the WoG map were around the adventure-central area, the City of Greyhawk.

More details aren't really possible, as the sketch maps I used are long gone:(

Cheers,
Gary

Col_Pladoh

Quote:

> *Originally posted by tieranwyl*
> **Gary,**
>
> **Which do you consider to be more rules-lite, Lejendary Adventures or AD&D 1E?**
>
> **If you were to do a revision of AD&D 1E, would there be significant changes to: classes, alignment, level restrictions, class restrictions, experience and level progression, combat or magic? Would there be any room for improvements in 1E, and if so, what would they look like?**
>
> **What types of adventures are best handled by Lejendary Adventures? Do dungeon crawls have a place in LA?**

LA is more rules-lite that OAD&D, although you can play the latter in the same manner LA is--setting aside the class-based nature of the latter.

It doesn't actually matter what changes I would have made in AD&D, does it? Suffice to say that I had hoped to broaden the system to allow its play in genres other that fantasy. Goint into details of how I would have altered the game is really a futile exercise;)

As for the LA system, I have found it accommodates all types of adventures very readily. As one who loves dungeon crawls, I can assure you that they are as excoting with the LA game as they are with OAD&D.

The HALL OF MANY PANES module now in editing at Troll Lord Games has a huge number of different sorts of encounters within it. Ine is an "Olde Time Dungeon Crawl," that played excellently. Other encounters feature roleplay, problem solving, intregue, etc. There are many exploration-combat (dungeon crawl) encounters in it, though, because gamers love them, and as I mentioned above, I certainly do :D

Cheers,
Gary

tieranwyl

Quote:

> *It doesn't actually matter what changes I would have made in AD&D, does it? Suffice to say that I had hoped to broaden the system to allow its play in genres other that fantasy. Goint into details of how I would have altered the game is really a futile exercise*

You still have fans that play 1E AD&D, many of whom hang out at the dragonsfoot site. After all these years, some people have not been willing to move on to newer editions of D&D or other FRPG's. Partly they love the game because you wrote it, and mostly they just love Old AD&D. I think many of the "old schoolers" are hanging on to the hope that Old AD&D will make a come-back, that you would be in the creative lead of it and that their favorite classed-based game can be experienced by new gamers. There is still a lot of resentment by them toward the non-Gygax versions of the game. I could be wrong, but I don't think the old schoolers would accept a multi-genre D&D. Just an observation.

Col_Pladoh

Quote:

> *Originally posted by tieranwyl*
>
> **You still have fans that play 1E AD&D, many of whom hang out at the dragonsfoot site. After all these years, some people have not been willing to move on to newer editions of D&D or other FRPG's. Partly they love the game because you wrote it, and mostly they just love Old AD&D. I think many of the "old schoolers" are hanging on to the hope that Old AD&D will make a come-back, that you would be in the creative lead of it and that their favorite classed-based game can be experienced by new gamers. There is still a lot of resentment by them toward the non-Gygax versions of the game. I could be wrong, but I don't think the old schoolers would accept a multi-genre D&D. Just an observation.**

When 2E was released TSR lost about hald of its audience. That's according to inside information from someone then at the company. I suspect there was a much resentment about unnecessary changes and the cost of acquiring brand new core books as there was resistance to playing a game I didn't write...

My take on the matter is that those who hold fast to OAD&D do so because they like the system as it is, do not want any major revisions that alter its spirit and soul--other than those they have done for themselves to suit their group. Seeing as how I am quite unable to create a new edition because of legal reasons, speculating about it is indeed a fruitless exercise.

As for adding genres, that was generally directed in the ODMG, and what alterations I made in the rules would simply have made such facilitation easier.

Cheers,
Gary

EvilPheemy
Monday, 14th April, 2003, 06:48 PM

The city of Greyhawk was located on the lakes in about the position that Chicago is, and Dyvers was north ar the Milwaukee location.

Now that I think about it, the Nyr Dyv does look something like Lake Superior.

You mentioned earlier that few of the early characters ever faced Demon Princes or ArchDevils. However, wasn't Iuz (admittedly not a Demon Prince in the proper sense, but a Demigod qualifies in my book) confronted by Tenser and companions (in the adventure where Robilar dispelled the wards trapping Iuz within Greyhawk Castle)? Was that adventure actually played out, or was it flavor text developed for the published setting?

Col_Pladoh
Monday, 14th April, 2003, 08:12 PM

Quote:

> *Originally posted by EvilPheemy*
> *[i]*
>
> *[snippage]*
> **You mentioned earlier that few of the early characters ever faced Demon Princes or ArchDevils. However, wasn't Iuz (admittedly not a Demon Prince in the proper sense, but a Demigod qualifies in my book) confronted by Tenser and companions (in the adventure where Robilar dispelled the wards trapping Iuz within Greyhawk Castle)? Was that adventure actually played out, or was it flavor text developed for the published setting?**

In the Lost Caverns of Tsojcanth there were the trapped "demigods' that were released. Erac and Aylarach freed a demon prince in Greyhawk Castle, Fraz'urblu, that carried the pair off to the Abyss with him in "thanks." robilar smashed the portal confining Zuggtmoy in the ToEE, and she offered to make him her main servant.

There was interaction, if you will, but no confronation in the actual sense of the term.

Cheers,
Gary

Flexor the Mighty!
Monday, 14th April, 2003, 08:28 PM

Weren't the Nine demigods imprisioned withing Castle Greyhawk?:confused:

fusangite
Monday, 14th April, 2003, 09:25 PM

Now that I've slobbered all over you in another thread, Gary, here's a series of questions that have been bugging me for about a year:

1. D&D appears to be inspired from Aristotelian physics, judging by the four-element system and non-exponential falling damage.
(a) What are the implications to this system of of replacing the celestial spheres with the Great Wheel?
(b) What are the implications to this system of having elemental planes instead of confining the elements to Earth?
(c) Am I correct in using Aristotelian physics for questions of physical science when the rules aren't directly on point -- ie. relative speed of falling objects, object trajectories, how electricity interacts with water, etc.?
2. The popularization of polyhedral dice suggests that D&D is in some way paying homage to Platonism; is there any aspect of Platonism in the way the rules or world have been structured?

Col_Pladoh
Monday, 14th April, 2003, 09:53 PM

Quote:

> *Originally posted by Flexor the Mighty!*
> **Weren't the Nine demigods imprisioned withing Castle Greyhawk?:confused:**

Right, Flexor...

That last post was a brain fart on my part. It was Iggwilv's daughter that was in the LCoT, and the Nine were confined in the dungeons below the castle. There was considerable confusion amongst the lot when they were brought out of stasis and set free, though, and no confrontation with PC--a few squabbles amongst themselves, then off they went.

Cheers,
Gary

Col_Pladoh
Monday, 14th April, 2003, 10:02 PM

Quote:

> *Originally posted by fusangite*
> **Now that I've slobbered all over you in another thread, Gary, here's a series of questions that have been bugging me for about a year:**
>
> **1. D&D appears to be inspired from Aristotelian physics, judging by the four-element system and non-exponential falling damage.**

(a) What are the implications to this system of of replacing the celestial spheres with the Great Wheel?
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(c) Am I correct in using Aristotelian physics for questions of physical science when the rules aren't directly on point -- ie. relative speed of falling objects, object trajectories, how electricity interacts with water, etc.?
2. The popularization of polyhedral dice suggests that D&D is in some way paying homage to Platonism; is there any aspect of Platonism in the way the rules or world have been structured?

Heh:)

don't read the complex into what is pretty simple. The four elements are indeed drwwn from Aristotelian physics, but then leaped ahead some centuries to Paracelsius (sp?) and later Spiritualist writers. In all it is meant as a game system of workable sort and nothing more.

As for the non-exponential falling speed question, I corrected that later on--much to the dissatisfaction of many players.

The elemental planes had to be expanded beyond the material in order to exist in other parallel worlds, and to have existence in terms of Theosophy, such as the empyreal plane. By being so it also offers new realms in which to explore and adventure, places for elemental creatures. For example, without the elemental plane of fire being outside the mundane, where would the efreet dwell?

The use of platonic solids is coincidental to the generation of a wide variety of random numbers :eek:

Cheers,
Gary

All times are GMT +1. The time now is 03:39 PM.

EvilPheemy   Monday, 14th April, 2003, 11:10 PM

Since the subject of the early campaigns is still up, I remember one of your articles (it might have been an "Up on a Soapbox" series) discussing how after a while your players' characters started sneaking into your dungeons on their own pursuing personal agendas (and treasure!). With regards to Robilar, was he a player character, and how long did he continue to adventure with the rest of the group following his "fall from grace?"

---

fusangite   Monday, 14th April, 2003, 11:15 PM

Thanks for the answers Gary -- not what I expected at all and food for thought. I haven't read much 18th/19th century spiritualist stuff but I'll take a look at it. I am familiar with Paracelsus; now that I know he's a key inspiration for this system, I'll change my ideas about alchemy in D&D. In fact, the idea of salt-sulphur-mercury alchemy would fit perfectly into one of the campaigns I'm running.

S'mon   Tuesday, 15th April, 2003, 07:08 AM

I'm not sure I understand about the non-exponential falling speed... (struggles to recall high school physics lessons)

Speed is proportional to time x acceleration (G).

Is falling speed proportional to distance squared, rather than to distance, as implied in the falling rules (1d6/10' fallen)?

I always thought the 1d6 dmg/10' to a maximum 20d6 was quite an elegant mechanic for 1e AD&D, taking into account that air friction will slow acceleration as the distance fallen increases, and that after 200' further acceleration is negligible (I believe terminal velocity is usually reached after about 270' on Earth).

The exponential falling speed rule you refer to is that from Unearthed Arcana, where damage per 10' is 1d6+2d6+3d6+4d6+5d6 etc, yes? Because as I recall damage was still capped at 20d6 it gave unrealistically low terminal velocity, though. It would actually work a lot better in 3e though, where hit point totals are much higher, if extrapolated out to 200' again... (S'mon has evil thought for next pit trap) ;)

S'mon   Tuesday, 15th April, 2003, 07:16 AM

S'mon's geometric evil falling damage table:
Damage per 10' fallen increases up to 100', then declines again as the rate of acceleration is slowed, reaching terminal velocity at 200'.

Falling Damage

10' 1d6
20' 3d6
30' 6d6
40' 10d6
50' 15d6
60' 21d6
70' 28d6
80' 36d6
90' 45d6
100' 55d6
110' 65d6
120' 74d6
130' 82d6
140' 89d6
150' 95d6
160' 100d6
170' 104d6
180' 107d6
190' 109d6
200' 110d6

Col_Pladoh   Tuesday, 15th April, 2003, 02:49 PM

S'mon,

You have the matter well in hand, I see:D

When players would have their PCs leap off a 200' cliff to avoid a confrontation with a monster, survive the fall, it came to me that I had erred...badly. Thus the UA falling damage.

In the LA game I have a similar system, exponential, duing a d20 for Harm delivered if falling onto a hard surface such as stone. A 20 is no damage, though, and 19 indicates a broken bone or sprain, but no other damage, and all the rest of the numbers are points taken from Health. Long falls are pretty much the end for an Avatar, even if the surface is relatively yielding so as to call for d10--again a 0 is no Harm, 9 a broken

bone or sprain, and the rest points taken from Health. As you note, a 30-foot fall is 1dX plus 3dX plus 6 dX, and so on.

Cheers,
Gary

Geoffrey

Gary, what is your opinion on using the "real world" of the Middle Ages as a campaign setting for A/D&D or for Lejendary Adventure? Of course, the setting wouldn't be completely real since there would be monsters, spells, and magic items. But there would be Catholicism, England, the Crusades, and all the rest.

Do you think this would be a fun and/or a workable setting for A/D&D or LA?

Col_Pladoh

Quote:

Originally posted by Geoffrey
Gary, what is your opinion on using the "real world" of the Middle Ages as a campaign setting for A/D&D or for Lejendary Adventure? Of course, the setting wouldn't be completely real since there would be monsters, spells, and magic items. But there would be Catholicism, England, the Crusades, and all the rest.

Do you think this would be a fun and/or a workable setting for A/D&D or LA?

Hi Geoffrey;)

My considered opinion is that such a setting would require a special set of rules, and neither A/D&D nor the LA game are designed to fit something that is based on actual history.

Using such a setting also treads close to the edge in regards religion as practiced today--mainly Catholicism, Judaism, and Islam. Most magic would then perforce be Satanic in nature, or at best theurgy in the true sense of the term--forced from the divine.

the setting would certainly make for some interesting campaign play, but in general I doubt the commercial viability.

Cheers,
Gary

boschdevil

Mr. Gygax,

Let me just say that it is a pleasure to just be able to post to you. I've been a fan of D&D since 1980, and if you told that teenage kid then that he would be able to some day communicate to the person who brought his favorite game to fruition, I think he would have thought that you were nuts.

At any rate, this is my question. (I'm not sure if it has been posted before, so forgive me for asking a repeat). When you go about designing rules and campaigns for LA, how do you balance the aspect of "Vile" material in you campaign?

To one side, I can understand the argument that a sizable portion of the gaming population is mature and may be able to handle mature subject matter. Part of the game is killing creatures, which in itself is a pretty rough act.

However, there is a population of gamers that either (a) has been gaming for a long time but now has kids and thus doesn't want to expose them to "Vile" content or (b) are kids themselves and thus is concerned that their own parents may ban them from playing such a gaming system.

To one side you have the gamer who wants to explore the new frontier of "Vile" campaigns, and on the other you have people who would becomre alienated from your system due to the "Vile" material. How do you as a game designer go about this balancing act and where do you draw the line?

Once again, thanks in advance for answering my question.

Col_Pladoh

LAST POST FOR ABOUT TWO WEEKS

Hi Boschdevil,

As I am about to depart for a trip to the East Coast--about an hour from now--this will be my last post here for the noted period.

You asked about how I managed "Vile" content in my game designs. The answer is I don't include it per se. As far as I am concerned the FRPG is a heroic game form, and thus the base assumption is that the players will be of non-vile stamp. If the GM desires the exploration of malign behavior in the campaign there is no need for printed guidelines in the game.

As you note, the combat with and slaying of creatures is considered by many a bad thing, even when it is a case of good fighting evil. While I don't agree with them, I do think it is unwise to add more ammunition for critics to use against the RPG by including the vile in printed material.

About as far as I go is to include malign abilities such as Necrourgy, Sorcery (in its mythical meaning as using demons to work magic), and Witchery (mainly as a non-avatar character ability) in the LA game system. this serves to enable the development of "vile" material for the campaign by the GM so desiring.

Hope that covers it. If not, I'll revisit the subject when I return;)

Cheers,
Gary

---

mystraschosen   Wednesday, 23rd April, 2003, 03:13 PM

Have a great trip gary!:D

BOZ   Wednesday, 23rd April, 2003, 03:58 PM

gary, when you get back...

my fiancee and i are considering a weekend trip to lake geneva. :D any hangouts and fun places you can suggest?

also, our honeymoon is going to be in wisconsin dells :)

---

boschdevil   Thursday, 24th April, 2003, 02:18 AM
"Golden" Age of Modules

Gary,

I hope you had fun on your trip. (I'm figuring by the time you get my message you would have returned)

Thank you for answering my previous question with the limited time which you had. I really do appreciate it, especially when I figure that it is the time of the most prominent person in the gaming industry. (I know that you have regarded yourself as just another gamer, but frankly I would still be playing chess and the wargame "1776" if D&D never came to being. In fact, my father once gave me heck for getting my brother into D&D, but thanked me for it years later. For my father to switch positions, that it an impressive task.)

And you did answer the question in the manner that I meant to ask it. Yes, D&D has the slaying of evil monsters and demons and devils running through the games. This practice goes back to the 1st edition rules. However, there is a difference between having witchcraft, demon, devil, and devil in a game and actually bringing in rules for sadism, rape, self-mutilation, and demonic worship. I agree we have had evil clerics in our campaigns (like Keep on the Borderlands) that have grotesque images and bizarre rituals, but we never went into steps and rules for the demonic worship. As you said, we gamers already have an unearned reputation to try to correct outside the gaming community.

As a follow-up to the unearned reputation of "being agents of Satan promoting suicide" (none of which is even close to the truth), how did you handle keeping your cool when these people were going through the witchhunts of the early 1980's? If I remember right, you and D&D were up there with Heavy Metal for the eventual downfall of our civilization. I remember thinking at the time that the accusors were insane, and I would have strangled them on sight because they were saying thing that even a teenager (me) knew were lies.

I do have another question. It has to do with the early modules that were released for D&D. To me, these modules were such fantastic adventures that more recent modules just are not in the same league as them. Do you have a reason for why these modules are so much better than the more recent modules? Sometimes I wonder about this, but I have not put my finger on it yet.

Take care.

---

boschdevil   Thursday, 24th April, 2003, 02:26 AM
Moderators: Sticking this to the top of the Page?

Moderators: I'm not sure if this has been asked, but is there any possibility of getting this thread stuck to the top of the boards? I know that you don't want o stick every thread that may get a request from posters, but we're talking about a guy here that without his contributions, there would not be a D&D/d20 subject matter to discuss in the first place. Just a thought.

Theuderic   Friday, 25th April, 2003, 11:48 AM

My thoughts exactly. What say you, EnWorld?

Larcen   Friday, 25th April, 2003, 07:10 PM

Hey Gary, hurry up and get here on the East Coast. My friends and I are eagerly awaiting meeting you at Higgins Armory. :cool: :cool:

I want to see you wield a longsword with the Guild guys.

Now to come up with even MORE questions to ask you in person.... :confused:

Uriah Heep   Monday, 28th April, 2003, 07:37 PM
Higgins Armory

Hi Gary, it was great meeting you at Higgins Armory in Worcester Mass. on Saturday, April 26. This is also my first time posting here. I look forward to talking to you when you get back.

Piratecat   Monday, 28th April, 2003, 08:20 PM

Heh - I thought Mearls, Sagrabah and I monopolized most of his time. I'm glad to see that wasn't entirely the case. :)

Uriah, welcome!

- Piratecat

PS Boschdevil, interestingly enough Sticky threads actually get **less** views than regular threads. Odd, but true. I think we're better off just leaving

this one as is, since it will get a boost every time someone asks a question.

Larcen

Hey! PC, you were there?? I wish I knew, I could have introduced myself.

I was the tall guy with the black hooded sweatshirt, glasses, and crewcut sitting to Gary's left all the way in the back. I kept asking all the silly questions and kept getting up to check out all the swords as they were brought out.
:p

Thing is, I was asking all those questions in order to steal some of Jeffries (?) thunder and throw it back into Gary's court. Man, don't get me started on how steamed me and my friend's got over how the Guild monopolized EGG's time. So no, YOU didn't do it, THEY did. :mad:

Anyway, so where were you sitting?

And who are Mearls, Sagrabah?

BTW, yeah Phil.. I mean Uriah, welcome aboard! ;)

JohnRTroy

Does somebody who was there want to sum up the whole experience for us.

Uriah Heep

EGG in Worcester

Hey PC, where/who are you? I was there with Larcen. All Larcen, a friend of our, and myself could talk about on the way home is how arrogant Jeffrey was. We were upset that there was not more time with EGG.

Show 20 post(s) from this thread on one page

Show 20 post(s) from this thread on one page

Uriah Heep   Tuesday, 29th April, 2003, 04:58 PM

Thanks Larcen

Thanks Larcen, not like we don't talk that much, eh?? LOL. Anyway, how is everyone here? Any ideas on how to make either edition of the game better? Come on, I know there has got to be one or two things that can make the games better??:p

---

Piratecat   Tuesday, 29th April, 2003, 05:49 PM

We were goobers and didn't go for the whole $50/$75 seminar; instead, we toured the museum and then chatted with Gary afterwards, while he was signing books up in the Great Hall.

How was it? Did you have fun?

---

tleilaxu   Wednesday, 30th April, 2003, 01:35 PM

ok i'll boot this back on top...

gary...

do you like the beatles?

john or paul?

Col_Pladoh   Thursday, 1st May, 2003, 10:18 PM

Lake Geneva Game Guild

As someone remarked that they couldn't locate the Game Guild, I thought I should posy this bit of information from Dennis Harsh, the Kindly Prop. of same.

"The new Game Guild is at:
836 W Main St
Lake Geneva, WI 53147

Hours are: Wed-Sat Noon to 10pm
Sunday noon to 6pm
and our Phone is (262) 249-0779"

If you stop in tell them Gary sent you;) Heh, like that will matter...

Cheers,
Gary

Col_Pladoh   Thursday, 1st May, 2003, 10:22 PM

> Quote:
> _____
> *Originally posted by mystraschosen*
> **Have a great trip gary!:D**
> _____

Thanks!

It was fun, but we had to leave much sooner that we had hoped bacause of work demands:(No real sightseeing got done at all, and about the best we can claim was a lobster dinner in Kennybunkport.

Worst still, even though we are back early I had over 1K messages awaiting in the old email inbox :eek:

Cheers,
Gary

Col_Pladoh   Thursday, 1st May, 2003, 10:31 PM

> Quote:
> _____
> *Originally posted by BOZ*
> **gary, when you get back...**
>
> **my fiancee and i are considering a weekend trip to lake geneva. :D any hangouts and fun places you can suggest?**

also, our honeymoon is going to be in wisconsin dells :)

Ho BOZ!

See above for the addy of the Game Guild;)

This place is almost as bad as The Dells as far as tourism is concerned. The main hangouts are the Starbucks (where cartoonist Joe Martin is often encountered) and a downtown sports bar. Most "action is definately at the local beach and in the saloons hereabouts.

The boat tour of the lake is fun--if it isn't chilly out.

There's a really excellent Japanese restaurant here--expensive but worth it is you like such food--I do, and their sashimi is marvelous.

You can give me a phone call of you like--I'm in the book. Might be able to suggest something else. Fact is I don't go out and about in the town much, so I'll need to ask around as to what's new and maybe special these days :rolleyes: Happy to have a cup of java with you if you like, here or at Starbucks.

Motel rooms are often scarce here on weekends, and they charge as much as they do in The Dells. Make a reservation for sure!

Cheers,
Gary

Col_Pladoh

Re: "Golden" Age of Modules

> Quote:
>
> *Originally posted by boschdevil*
> **Gary,**
>
> **I hope you had fun on your trip. (I'm figuring by the time you get my message you would have returned)**

We did, but it was cut short so no holiday time to speak of:(

> Quote:
>
> *Thank you for answering my previous question with the limited time which you had. I really do appreciate it, especially when I figure that it is the time of the most prominent person in the gaming industry. (I know that you have regarded yourself as just another gamer, but frankly I would still be playing chess and the wargame "1776" if D&D never came to being. In fact, my father once gave me heck for getting my brother into D&D, but thanked me for it years later. For my father to switch positions, that it an impressive task.)*

Appreicate your thanks and kind words. Fact is I did play a lot of chess and boardgames in my youth--no RPGs around. I still enjoy those games too. That your father admnitted his error show he is a fair-minded fellow for sure!

> Quote:
>
> *And you did answer the question in the manner that I meant to ask it. Yes, D&D has the slaying of evil monsters and demons and devils running through the games. This practice goes back to the 1st edition rules. However, there is a difference between having witchcraft, demon, devil, and devil in a game and actually bringing in rules for sadism, rape, self-mutilation, and demonic worship. I agree we have had evil clerics in our campaigns (like Keep on the Borderlands) that have grotesque images and bizarre rituals, but we never went into steps and rules for the demonic worship. As you said, we gamers already have an unearned reputation to try to correct outside the gaming community.*

Needless to say, I hope, I am not in favor of adding "vile" aspects to the RPG. IMO it is a grave error that gives anti-RPG elements real ammunition for a change. Why fuel such fures?

> Quote:
>
> *As a follow-up to the unearned reputation of "being agents of Satan promoting suicide" (none of which is even close to the truth), how did you handle keeping your cool when these people were going through the witchhunts of the early 1980's? If I remember right, you and D&D were up there with Heavy Metal for the eventual downfall of our civilization. I remember thinking at the time that the accusors were insane, and I would have strangled them on sight because they were saying thing that even a teenager (me) knew were lies.*

Few of the detractors of the D&D game ever approached me in any regard. When someone did, mentioned those supposed aspects of the game, I simply asked them fro actual proof, suggetted that perhaps they were incapable of distinguishing between the fantasy of an imaginary game and real life.

I used to query them about parallels in a MONOPOLY game such as owning slum properties and bankrupting other players--all make believe.

As for obsessive behavior, I'd point to golfers playing in the rain, even in thunderstorms.

> Quote:
>
> *I do have another question. It has to do with the early modules that were released for D&D. To me, these modules were such fantastic adventures that more recent modules just are not in the same league as them. Do you have a reason for why these modules are so much better than the more recent modules? Sometimes I wonder about this, but I have not put my finger on it yet.*
>
> *Take care.*

That's a difficult one for me to answer. I suspect enthusiasm and love of the game by the module designers, writing for and from the sheer joy of it, has a lot to do with it. Also, the field was new and totally unexploted then, so the first well-crafted treatment of any adventure subject is likely to be a sort of landmark thing, eh?

I'd like to think I have the ability to write superior adventure material, although all that I create is not a masterpiece. Fact is that it is very difficult to write a module, and I approach the work with considerable trepidation. As far as I am concerned, and adventure I write must be relatively different from all others I have done in the past, and not resemble any other authors' works either.

How well I've managed is a call that only other gamers can make. I think that NECROPOLIS, FORLORN CORNERS (for LA), THE HERMIT, and HALL OF MANY PANES fit the qualifications I have set. So too the few other adventures I've co-created and are yet to see print--as PANES has yet to do ;)

Cheers,
Gary

Cheers,
Gary

Col_Pladoh

Thursday, 1st May, 2003, 10:57 PM

Quote:

> *Originally posted by Larcen*
> **Hey Gary, hurry up and get here on the East Coast. My friends and I are eagerly awaiting meeting you at Higgins Armory. :cool: :cool:**
>
> **I want to see you wield a longsword with the Guild guys.**
>
> **Now to come up with even MORE questions to ask you in person.... :confused:**

Heh...

Their Guild folks are really pretty good, as their demos show. After doing some SCA fighting back in the 1970s, I've pretty well had my fill of weapons play. Give me a staff filled with spells anytime :D

The Higgins Armory Museum has some really great armor and weapons. Their storeroom in the basement is packed with wonderful Asian and European weapons. I met their staff and directors too, and was most impressed.

Cheerio,
Gary

Col_Pladoh

Thursday, 1st May, 2003, 11:04 PM

Re: Higgins Armory

Quote:

> *Originally posted by Uriah Heep*
> **Hi Gary, it was great meeting you at Higgins Armory in Worcester Mass. on Saturday, April 26. This is also my first time posting here. I look forward to talking to you when you get back.**

Didn't Uriah Heep found More Science High? (Firesign Theater, "Don't Crush that Dwarf, Hand Me the Pliers.)

After answering all these posts here, I plan to stay away from the boards for at least a day, as I have stacks of email to manage too.

As for you and the others at the Higgins Armory Museum, what A great group! I had an absolute blast there thanks to y'all ;)

for those in the area that are close to Portsmnouth and Jumpgate, I can heartily recommend their quarter "Game Day" get-togethers. No entry fee, plenty of gaming, and what a great bunch of players there. Hector Diaz, the Kindly Prop. of the two stores is a dedicated gamer who really is there to serve all of us.

Cheers,
Gary

Col_Pladoh

Thursday, 1st May, 2003, 11:09 PM

Quote:

> *Originally posted by Piratecat*
> **Heh - I thought Mearls, Sagrabah and I monopolized most of his time. I'm glad to see that wasn't entirely the case. :)**
>
> **Uriah, welcome!**
>
> **- Piratecat**
>
> **PS Boschdevil, interestingly enough Sticky threads actually get less views than regular threads. Odd, but true. I think we're better off just leaving this one as is, since it will get a boost every time someone asks a question.**

Hey, Piratecat!

You and the others were not at all intrusive. I appreciated the opportunity to chat. My main regret was that there wasn't a pub handy, so that the whole crew could have vacated the museum and gone for a pint and some real gaming talk!

As I'v already said, we had a great time at Higgins Armory and next day at the Jumpgate Games Day event. I ran a 10-player charity dungeon crawl in original Greyhawk Castle using the old D&D rules. The players were excellent, and nary a one lost a character, even though they were only 2nd level. A couple did come near to buying it, but they had three clerics in the party :eek:

Cheers,
Gary

Col_Pladoh   Thursday, 1st May, 2003, 11:16 PM

Quote:

> *Originally posted by Piratecat*
> **We were goobers and didn't go for the whole $50/$75 seminar; instead, we toured the museum and then chatted with Gary afterwards, while he was signing books up in the Great Hall.**
>
> **How was it? Did you have fun?**

All I can say is that the audience for the seminar was top-flight. I realy enjoyed speaking, andswering questions, and listening to their expert, Jeff, speak on the weapons. Of course I disagree with some of his conclusions as to the actual use and usefulness of some of the complex pole-arms...and he has the use of the halbred by the Swiss quite backwards. They used their pikes to fend off cavalry, then sent the halbrediers (and like armed men) from the center of their battle out bttween the files when the combat was deadlocked. (Yes, I have emailed him about this, citing the battle where the Swiss almost lost and so changed ratio of pikes to short pole-arms1)

Cheers,
Gary

Col_Pladoh   Thursday, 1st May, 2003, 11:22 PM

Quote:

> *Originally posted by tleilaxu*
> **ok i'll boot this back on top...**
>
> **gary...**
>
> **do you like the beatles?**
>
> **john or paul?**

Whew!

Last post for this round I think, and that's excellent as I am tired from the long trip and can use a nice cold galss of buttermilk about now...

As I am a fan mainly of classical music, R&B, blues, big band and modern jazz, Spanish guitar, got into R&R with Carl Perkins, Big Momma Thornton, and Gene Vincent, by the time the Beatles hit I was pretty unimpressed. Sorry. Some of the cuts on Sgt. Pepper were okay, I admit.

Ciao,
Gary <shutting the computer down for the night!>

Branduil   Thursday, 1st May, 2003, 11:28 PM

Hey Gary,

Wow, it feels strange to actually be talking to the forefather of D&D. It is most humble of you to take time to answer us mere gamers questions like this. I just wanted to say thanks.

I was wondering where some of the most classic aspects of D&D came from, and who came up with them. Was there one person who created most of the classic spells, like the Magic Missle? Also, what about the unique monsters, such as the Beholder?

Also, I realize this may be a touchy subject, so I'll understand if you don't want to answer, but have you played 3.0 at all? If so, what did you think?

Thanks for your time.

~Branduil

Col_Pladoh   Friday, 2nd May, 2003, 01:25 PM

Quote:

> *Originally posted by Branduil*
> **Hey Gary,**
>
> **Wow, it feels strange to actually be talking to the forefather of D&D. It is most humble of you to take time to answer us mere gamers questions like this. I just wanted to say thanks.**

Hi Branduil:)

I wrote 99% of the material in OA/D&D, so those questions are easy. Most of the classes, spells, and monsters are of my creation. Some exceptions are: Ranger based on Joe Fischer's work, the druid inspired as a class by Dennis Sustarre. The beholder was Terry Kuntz's critter.

Magic missile was inspired by a film, THE RAVEN, as was the shield spell;)

I played 3E quite a bit testing THE LOST CITY OF GAXMOOR, and it was fun. however, it is far too rules heavy for my general use in play, let along GMing and creating material. After decades of playing RPGs I have come to prefer rules-light systems that are skill based--just a matter of personal taste. I don't think people who love 3E are wrong, of course. RPGs are for fun and entertainment, not value judgement. Of course I hope lots of other gamers will enjoy playing the LA game more than 3E, as i dom but I ain't holding my breath :eek:

Cheers,
Gary

Cheers,
Gary

---

optimizer

Howdy!

> Quote:
>
> *Originally posted by Col_Pladoh*
>
> *I wrote 99% of the material in OA/D&D, so those questions are easy. Most of the classes, spells, and monsters are of my creation. Some exceptions are: Ranger based on Joe Fischer's work, the druid inspired as a class by Dennis Sustarre. The beholder was Terry Kuntz's critter.*
>
> *Magic missile was inspired by a film, THE RAVEN, as was the shield spell;)*

How did you go about introducing these new classes when you created the game? Were Joe and Dennis in your campaign when they created them, or did they send them in to you for publication? How about the other classes added after the original 3?

Similarly, how did you go about introdicing new spells into your campaign?

Thanks!! :)

Mike

Geoffrey

I'm champing at the bit for HALL OF MANY PANES. :)

Col_Pladoh

Hi Mike:)

> Quote:
>
> *Originally posted by optimizer*
> **Howdy!**
>
> **How did you go about introducing these new classes when you created the game? Were Joe and Dennis in your campaign when they created them, or did they send them in to you for publication? How about the other classes added after the original 3?**

Joe Fischer played in my group, and he did an article in THE STRATEGIC REVIEW introducing the Ranger Class for the D&D game. From that I built the AD&D version. Dennis Sustarre was not a member, but he corresponded with me, and did a DRAGON Magazine piece on the Druid Class. (I had them as NPC "Monsters" in D&D before that.) From his material I crafted the new PC class.

I did the Thief, Assassin, Monk, Cavalier, Barbarian all by myself, as I'd done the three basic ones in OD&D. Same for the demi-humans. Tim Kask had a hand in creating the Bard class.

Most of the new material was introduced into my campaign first, then done in DRAGON as articles, then appeared in the PHB or UA.

> Quote:

Similarly, how did you go about introdicing new spells into your campaign?

Thanks!! :)

Mike

Same way i handled new monsters--mainly in campaign play, then in modules, finally in books such as FF, MMIIm and UA. A while back I found some spells I'd not gotten into print, and those were posted on the old Unearthed Arcania website about three or so years back. Some were 1oth level mage psells, as I recall. I've lost the material now...

Welcome, of course!

Cheers,
Gary

Col_Pladoh

Quote:

> *Originally posted by Geoffrey*
> **I'm champing at the bit for HALL OF MANY PANES. :)**

You and I both. My group is over half-way through the adventure now after about a year--but we miss about one session a month, probably have played only about 35 in the past year.

As far as I know Troll Lord Games still plans to have it ready for release this summer--August, or maybe in time for GenCon.

Steve or Davis, if you are reading this, please let us all know :rolleyes:

Heh,
Gary

Melan

Greetings!

Did you make up named spells like Melf's Acid Arrow, Otiluke's Resilient Sphere and Mordenkainen's Disjunction (;)) yourself, or did these come from player research?

I am also intrigued by the comment on "1oth level mage psells". Did you intend to publish these in, say, a second edition of AD&D, or even use them in your own campaign? Do so powerful spells have a place in the game... Especially in the hands of Player Characters?

Oh, and: when you designed the Castle Greyhawk dungeons, were there levels which were never found by players due to being hidden too well? I assume most larger levels had multiple ways in and out, with more hidden ones found only after extensive exploration...

Col_Pladoh

Hi Melan:)

Quote:

> *Originally posted by Melan*
> **Greetings!**
>
> **Did you make up named spells like Melf's Acid Arrow, Otiluke's Resilient Sphere and Mordenkainen's Disjunction (;)) yourself, or did these come from player research?**

All of those spells I made up, usually to hono a PC in my campaign, or for the person who suggested the basis (Tasha was a little girl who sent me letters in crayon, Nystul an actual stage magician I mey through Len Lakofka.) Melf was a PC of son Luke, and "Otiluke" was a combination of a couple of his other PCs. He suggested the bases of both spells. No need to go into Mordenkainen and bigby, I trust :rolleyes:

[OUOTE]**I am also intrigued by the comment on "1oth level mage psells". Did you intend to publish these in, say, a second edition of AD&D, or even use them in your own campaign? Do so powerful spells have a place in the game... Especially in the hands of Player Characters?**[/QUOTE]

I planned to test them in my campaign, and if they worked well introduce the new level of spells in a revised edition of AD&D I hoped to get to in the late 80s--I left notes for the revised edition at TSR, but those were not followed. The new spells were powerful, but not world-shattering, and if campaigns went on for many years I figured they would be useful--not to mention as material for DMs' potent NPCs... they were to fit into the expanded game with Mystic and Savant character classes, as well as the jester one. (Don't ask about that oinformation. It is all lost or proscribed by legal agreement.)

Quote:

> *Oh, and: when you designed the Castle Greyhawk dungeons, were there levels which were never found by players due to being hidden too well? I assume most larger levels had multiple ways in and out, with more hidden ones found only after extensive exploration...*

Yes, in part. Rhere were several upper levels (out of about 35) where PCs had only partially explored, and a couple of lower "side" levels (out of some 12 or so) that had not been discovered. The same is true of two associated areas which were attained by magical transferrance from

relatively out of the way places in the lower levels of the dungeons.

Cheers,
Gary

ColonelHardisson

Saturday, 3rd May, 2003, 03:18 AM

Hey Gary! I was just leafing through the latest Previews when I ran across an entry for Inner City Games Designs, which listed a module called *A Challenge of Arms*, written by you and Christopher Clark. I hadn't heard of this one before; I try to keep up on these threads, but the memory fades at times, so I apologize if it's been addressed somewhere above. Anyway, it looks cool; the listing says it's something of a universal system product. The cover they show looks very "old school," which I immediately liked. Looks like it will be the first in a trilogy. Anything you'd like to expound upon? I'm looking forward to it (and heck, it's cheap, too, at $11 for an 80 page module).

---

hammymchamham

Saturday, 3rd May, 2003, 04:50 AM

Hey gary,have you taken a look at third ed or "special eds'" edition of the oriental adventures or rokugan?

I am a bit vapid minded right now,so I don't quite have the specifics of what I wanna ask,although I will collect my thoughts and query tomorrow.How do you feel about it overall and did they change alot of your original ideas,like shugenja's and the shadowlands?

Melan

Saturday, 3rd May, 2003, 09:29 AM

Thanks for the answers, Gary!

Col_Pladoh

Saturday, 3rd May, 2003, 01:38 PM

> Quote:
> ---
> *Originally posted by ColonelHardisson*
> **Hey Gary! I was just leafing through the latest Previews when I ran across an entry for Inner City Games Designs, which listed a module called A Challenge of Arms, written by you and Christopher Clark. I hadn't heard of this one before; I try to keep up on these threads, but the memory fades at times, so I apologize if it's been addressed somewhere above. Anyway, it looks cool; the listing says it's something of a universal system product. The cover they show looks very "old school," which I immediately liked. Looks like it will be the first in a trilogy. Anything you'd like to expound upon? I'm looking forward to it (and heck, it's cheap, too, at $11 for an 80 page module).**
> ---

Howdy Colonel:)

Whoa, and I'd nearly forgotten about those modules... They are in the "old school" form having plenty of combat and problem solving, PC mistakes likely to lead to character death.

Chris and I wrote A CHALLENGE OF ARM'S and RITUAL OF THE GOLDEN EYES about three and two years back, respectively. As they aren't "flashy," and ICGD isn't known for RPG modules, the first two have languished, relatively speaking. The final portion, CASTLE WOLFMOON, is still in process of final development. The concluing part grew like Topsy, and we can't figure out how best to publish it, for it is huge.

Chris developed a good generic system for these adventures, one that is easy to use with OAD&D, 2E also. I had to work a bit to convert it to the LA game, but I managed without much trouble. I'm not sure how it will work with 3E, though.

Anyway, CASTLE WOLFMOON is on a back burner at ICGD because of its size. Glad you mentioned this, as I need to prod Chris to get the last module (or module set) into print.

Cheers,
Gary

Col_Pladoh

Saturday, 3rd May, 2003, 01:43 PM

> Quote:
> ---
> *Originally posted by hammymchamham*
> **Hey gary,have you taken a look at third ed or "special eds'" edition of the oriental adventures or rokugan?**
>
> **I am a bit vapid minded right now,so I don't quite have the specifics of what I wanna ask,although I will collect my thoughts and query tomorrow.How do you feel about it overall and did they change alot of your original ideas,like shugenja's and the shadowlands?**
> ---

Fast answer is noppers! As I am not DMing a 3E campaign, and otherwise very busy, I just can't keep up. It takes most of my time to earn a livelihood writing :eek:

Cheers,
Gary

Forgey

Saturday, 3rd May, 2003, 09:11 PM

So... this one is making the news again :-).

In all seriousness... and with a certified SPAM alert as I'm about to describe the module for those wondering... which will inalterably lead to me 'shining on' a bit.

A Challenge of Arm's is an old school module, complete with a full town adventure and a full dungeon crawl. There's about 6 subplots in this one, so stay sharp if your playing.

The Milwaukee Gamefest is currently looking at basing a team tournament around this module.

Other cool stuff:
There are something like 10-14 pages of new creatuers, described in full detail, in a Beastiary at the end of the module so that you can readily adapt the adventure to whatever system you're using.

Remember the original S1 Tomb of Horrors with the cool pull-out illustrations that you could show to the party (as the GM)? Too bad you had to cover some up as the party shouldn't see what they hadn't encountered yet... We put 24 full page illos in there that are NOT bound into the book (and aren't part of the 80 pages). In addition, the illos are geared towards the party's perspective... in other words, the GM's 'in-book' picture will show the traps, tripwires and hiding monsters... the players views (the loose full-page pics) do not.

There are three full-page maps that are NOT bound into the module but are on printed on parchment stock as seperate pages... so that you can provide maps to the party.

EP awards for traps and situations (suggestions for same) are part of the adventure as well... not JUST eps for killing monsters.

This is NOT a linear adventure. I hate those... while not completely nexial, there is always more than one way to get somewhere, and more than one right answer to a problem.

...and its not a typo... you'll find out who"The Arm" is if you play it :-).

When originally released, this module came with a really bad GM screen and was priced at $15.00. This version is sans the screen, hence its price of $11.00.

Yes, it is the first of a 3-part series... although all of them are designed to play stand-alone as well as in series.

Let me know what I forgot... This was the first published work that Gary and I did together... and I will say that I think most will find it both unexpected in many places, as well as enjoyable.

Forgey

BOZ
Sunday, 4th May, 2003, 05:03 AM

Quote:

Originally posted by Col_Pladoh
Hi Melan:)

[OUOTE]I am also intrigued by the comment on "1oth level mage psells". Did you intend to publish these in, say, a second edition of AD&D, or even use them in your own campaign? Do so powerful spells have a place in the game... Especially in the hands of Player Characters?

I planned to test them in my campaign, and if they worked well introduce the new level of spells in a revised edition of AD&D I hoped to get to in the late 80s--I left notes for the revised edition at TSR, but those were not followed. The new spells were powerful, but not world-shattering, and if campaigns went on for many years I figured they would be useful--not to mention as material for DMs' potent NPCs... they were to fit into the expanded game with Mystic and Savant character classes, as well as the jester one. (Don't ask about that oinformation. It is all lost or proscribed by legal agreement.)
[/QUOTE]

and that's the damn shame of it all. :(

Melan
Sunday, 4th May, 2003, 09:48 AM

Another question, if you don't mind.

In several early D&D adventures and supplements, there is a considerable number of futuristic elements: the whole Barrier Peaks module, Dave Arneson's Temple of the Frog and City of the Gods (not to mention a lot of Blackmoor). Judges Guild supplement have a ton of them, too. You also recounted a battle between an Evil High Priest and a division of nazis with tanks and all in The Strategic Review (which I read in the Dragon Archives CD-Rom).

How common were these in early play? E.g. did the players often find laser rifles, crashed spaceships and androids (they are, if I recall correctly, even recommended monsters in Monsters&Treasure)? How does this mesh with your insistance on gunpowder not working in D&D? Do you feel these elements have a vital role in the game, or should campaigns be more "pure"? If crossovers are good, were there other genres which appeared in your early campaigning?

Col_Pladoh
Sunday, 4th May, 2003, 01:32 PM

Quote:

> **and that's the damn shame of it all. :(**

But Lorraine Williams knew what was best for the D&D game system... :rolleyes:

Ciao,
Gary

Col_Pladoh

Quote:

> *Originally posted by Melan*
> **Another question, if you don't mind.**
>
> **In several early D&D adventures and supplements, there is a considerable number of futuristic elements: the whole Barrier Peaks module, Dave Arneson's Temple of the Frog and City of the Gods (not to mention a lot of Blackmoor). Judges Guild supplement have a ton of them, too. You also recounted a battle between an Evil High Priest and a division of nazis with tanks and all in The Strategic Review (which I read in the Dragon Archives CD-Rom).**
>
> **How common were these in early play? E.g. did the players often find laser rifles, crashed spaceships and androids (they are, if I recall correctly, even recommended monsters in Monsters&Treasure)? How does this mesh with your insistance on gunpowder not working in D&D? Do you feel these elements have a vital role in the game, or should campaigns be more "pure"? If crossovers are good, were there other genres which appeared in your early campaigning?**

Intense adventuring in the quasi-medieval fantasy milieu becomes staid without some variety. some campaigns manage this by bringing integue and politics into the mix. My group was too large and action-oriented to enjoy much of that...

Science Fiction is really no more than future fantasy, so that was a logical choice, and one that was popular with most players. The more daring (Rob, Ernie, Terry, etc.) loved to send their PCs into the "future" alternate world area based on Vance's "Planet of Adventure." This was the "Carabas" where the Dirdir hunted humans out seeking nodes bearing sequins.

Unlike gunpowder weapons, SF ones are "magical" in that their operational power is unknown and irreproducable by PC. PCs gaining laser-like arms in a SF setting had nothing more than a "wand" with limited charges, a weapon that was useless after those charges were expended. (I allowed 20 charges, less those expended by the former possessor, with usual damage based on 5d4 for pistols, 5d6 for rifles.)

When I devised a scenario in which the PC party were gated into out own world, entering NYC's subway system during the blackout there, the players caught wise and after wiping out a street gang and getting shot a few times thus, turned tail and hastened back to their own world rather than face police with more firearms;)

The "curses" sent parties to places such as "Barsoom" and to (my favorite) the "Starship Warden" of Metamorphosis Alpha.

So I retained the fantasy base but offered opportunities to experience other milieux. Overall, the group appreciated that greatly. The main complaint came from Jim Ward who was much aggrieved when his elf fighter-mage ended up in his own RPG's setting. The "Vigilists" there welcomed the "mutant" warmly, though, and his wanf of fireballs became the most potent weapon in that group's arsenal!

Cheers,
Gary

Uriah Heep
"Uriah Heep"

Col_Pladoh wrot:

Didn't Uriah Heep found More Science High? (Firesign Theater, "Don't Crush that Dwarf, Hand Me the Pliers.)

Actually, I know that Heep was a Dickens character, but I adopted the name from my favorite classic rock band, Uriah Heep, which is celebrating their 33rd year together this year. The name was also used for a fighter character I created. Hmm, come to think of it, I miss the guy. He is third level, but we have not played 2e in so long, not to mention that particular group of characters, that the c/s is yellow now. LOL. And the c/s was originally white. LOL. You know, now that I look at this sheet, he was pretty kick but for 3lvl. Ok, Larcen, we must re-visit these old characters again. Hmmm.:D

Uriah Heep
A character and his girdle

Hey Larcen, have you ever told the "girdle" story on this BB? You mean you never told the story? To amuse your captian(see EGG)? LOL. Ok, Larcen will have my head on a platter if I keep this up. But it is a very funny story. And a good one, and Larcen tells it well. :D

Ok, Gary, If you are not crazy about speed factors, why/who thought about putting them in the game? What was the reason for them?

BigBastard

Gary, whats your take on the upcomming book "The Book of Erotic Fantasy"? Do you think this could hurt roleplayings image?

Col_Pladoh

> *Originally posted by BigBastard*
> **Gary, whats your take on the upcomming book "The Book of Erotic Fantasy"? Do you think this could hurt roleplayings image?**

I sure do! Coming after the questionable BOOK OF VILE DARKNESS, the detractors of the RPG game form in general and D&D in particular have new ammunition.

As a concerned parent not knowing anything about D&D, what yould you think if shown oly the names of the two books, showing that such material was "promoted" for players of the game. then a look inside, and most parents would forbid their youngsters to play such a game.

This is a case of providing fuel to start a real fire, not just smoke as there was before, IMO.

Cheers,
Gary

---

caudor

Hello Gary, I hope you are doing well. It is a pleasure to (virtually) meet you.

My question is about the uskfruit that grows just outside the Temple of Elemental Evil. For some reason, I've always liked the idea of the a pale blue fruit spotched with angry red patches. Was the fruit your idea or Mr. Mentzer's (or someone else). I realize this is a minor part of the adventure, so you may not remember it at all.

Would you believe that one of my players actually ate one? Later, he told me he did it because of the way my expression brightened when he picked up. Now days, anytime I smile or chuckle during an adventure (sometimes I can't help it), my group starts glancing at each other in alarm. I need to work on my poker face, I suppose.

---

mystraschosen

Hello once again gary of the gygaxian syllabisim....ok so I try but am not funny is that a crime? Moving on...
An older player in one of the games I play in asked me I f I would relay a question he had.DISCLAIMER I am not sure you will even know what I am talking about as his remembrances were very vague.

Ok he heard you mention once something about a whip and or fan of cockatrice feathers and it has been burning in his head ever since,do you perhaps remember what it was about ?

Sorry to bother you,but he has been bothering me for a while and now I can tell him I have asked. :-)
Thank you sir gary!

Melan

mystraschosen: the golem wielding said armaments are in Mordenkainen's Fantastic Adventure, and as far as I know, EGG's Magic-User was turned to stone by them.

Col_Pladoh

Quote:

> *Originally posted by caudor*
> **Hello Gary, I hope you are doing well. It is a pleasure to (virtually) meet you.**
>
> **My question is about the uskfruit that grows just outside the Temple of Elemental Evil. For some reason, I've always liked the idea of the a pale blue fruit spotched with angry red patches. Was the fruit your idea or Mr. Mentzer's (or someone else). I realize this is a minor part of the adventure, so you may not remember it at all.**
>
> **Would you believe that one of my players actually ate one? Later, he told me he did it because of the way my expression brightened when he picked up. Now days, anytime I smile or chuckle during an adventure (sometimes I can't help it), my group starts glancing at each other in alarm. I need to work on my poker face, I suppose.**

Heh...

The usk is a tree that I created for the World of Greyhawk, and the description of the fruit is likewise my own. The blue of the description is a real blue, so Oerth has blue food;)

Cheers,
Gary

Col_Pladoh

Quote:

> *Originally posted by mystraschosen*
> **Hello once again gary of the gygaxian syllabisim....ok so I try but am not funny is that a crime? Moving on...**
> **An older player in one of the games I play in asked me I f I would relay a question he had.DISCLAIMER I am not sure you will even know what I am talking about as his remembrances were very vague.**
>
> **Ok he heard you mention once something about a whip and or fan of cockatrice feathers and it has been burning in his head ever**

No Problemo!

Mordenkainen and Bigby faced an iron golem in Rob Kuntz's campaign. It could levitate and breathed fire. That construct was armed with a poisned sword and a whip tipped with cockatrice feathers. Mordenkainen was turned to stone and Bigby was slain when he failed his save:(Fortunately others of the circle came to their rescue, and as Rigby used a stone to flesh spell, Nigby used a wish to bring Bigby back to life.

Cheers,
Gary

MerricB

G'day Gary!

Were many characters *raised* or otherwise returned from near-death experiences in those early days? I know some campaigns never allow the *raising* of dead characters, and others (such as my own) have it as almost commonplace. (You can draw your own conclusions as to how often characters die in my campaign. :))

One other matter that I've been wondering about recently: AD&D in tournaments.

Looking back on your writings about the time AD&D came out, it seems to me that one reason for the standardisation of the D&D rules in AD&D was to provide a 'stricter' set that could be used in competitive tournaments of the game.

Is this impression correct, or is my imagination just working overtime?

Thanks again, muchly, for your time, Gary!

Cheers!

Col_Pladoh   Monday, 5th May, 2003, 01:31 PM

Hi Merric:)

> Quote:
>
> *Originally posted by MerricB*
> **G'day Gary!**
>
> *Were many characters raised or otherwise returned from near-death experiences in those early days? I know some campaigns never allow the raising of dead characters, and others (such as my own) have it as almost commonplace. (You can draw your own conclusions as to how often characters die in my campaign. :))*

PC death was pretty common. Lower level ones were generally written off. Hioghtr level ones able to pay the cost, or with a Wish spell were brought back. Yrag died several times, and the same is true with most of the "famous" PCs from my campaign. Thus magic items enabling use of a Wish or Wishes were highly prized and generally reserved for bringing back a beloved character. The rule about being brought back no more than a number of timnes equal to the character's constitution was not fluff, but meant to restrain the more foolhearty players in risking their PCs.

> Quote:
>
> *One other matter that I've been wondering about recently: AD&D in tournaments.*
>
> *Looking back on your writings about the time AD&D came out, it seems to me that one reason for the standardisation of the D&D rules in AD&D was to provide a 'stricter' set that could be used in competitive tournaments of the game.*
>
> *Is this impression correct, or is my imagination just working overtime?*
>
> *Thanks again, muchly, for your time, Gary!*
>
> *Cheers!*

You have it right, Merric;) There was so much variance of play in D&D that it was difficult to run large tournaments at cons. AD&D was indeed meant to give players more common ground, so that large competitions could be staged.

Cheers,
Gary

---

optimizer   Monday, 5th May, 2003, 08:10 PM

Howdy!

> Quote:
>
> *Originally posted by Col_Pladoh*
> **I did the Thief, Assassin, Monk, Cavalier, Barbarian all by myself, as I'd done the three basic ones in OD&D. Same for the demi-humans. Tim Kask had a hand in creating the Bard class.**
>
> **Most of the new material was introduced into my campaign first, then done in DRAGON as articles, then appeared in the PHB or UA.**

Thanks for the response!

Did you have trouble finding volunteers to try the new classes? Did any of them catch on so well that people decide to continue playing them beyond the playtest period?

Thanks again!

Mike

Col_Pladoh   Monday, 5th May, 2003, 08:30 PM

> Quote:
>
> *Originally posted by optimizer*
> **Howdy!**

Thanks for the response!

Did you have trouble finding volunteers to try the new classes? Did any of them catch on so well that people decide to continue playing them beyond the playtest period?

Thanks again!

Mike

Hi Mike:)

Well shucks! We weren't formal in play testing. When I had new material I'd just pass it sround to the guys, and let them decide what to do about it--or sit down and DM the adventure;)

Terry Kuntz played the first monk character, and he loved it. We had several assassins, but nobody played one for a long period of time. Tim Kask played the first bard IIRR. Druids were very popular, and he had been playing one regularly.

From the in-game experience I'd fine tune the new class and then get it into print so other gamers could have at it. Pretty much the same with adventure modules.

Cheers,
Gary

---

adndgamer

Hey Gary,

Just wondering what happened to your website. It's directed to a domain-name dealer now.

Do you (or your sons) still run Lejendary Adventure games at your place every now and then?

Col_Pladoh

Quote:

> *Originally posted by adndgamer*
> **Hey Gary,**
>
> **Just wondering what happened to your website. It's directed to a domain-name dealer now.**
>
> **Do you (or your sons) still run Lejendary Adventure games at your place every now and then?**

Howdy!

The domain renewal slipped by the host, so we are now attempting to get it back from the pirates. Current ststus is awaiting advice from the main company concerned, and we are considering legal action because of the "famous name" consideration. It should be resolved in a few weeks, with ;uck.

Both Ernie and Luke are out of my LA game campaign--Ernie works a lot of hours, and Luke is on active military duty. Youngest son Alex is a regular, though. We play most Thursday evenings here--save for the last three when I had a bit of flu and then went off to the East Coast for the speaking engagement at the Higgens Armory Museum (just great medieval armor and arms, plus fighting demos!) in Worcester, MA and on to a Games Day sponsored by Jumpgate (a fine gaming shop and great crowd of patrons) in Portsmouth, NH. I recommend both places heartily!

We were supposed to take a few days holiday while Down East, but business matters cut the trip short:(

Cheerio,
Gary

Malcedon

Gary, in reference to the Book of Erotic Fantasy, you wrote the following,

Quote:

> *This is a case of providing fuel to start a real fire, not just smoke as there was before, IMO.*

and I find myself curious about that viewpoint.

Prior to the Book of Vile Darkness, there was a similar volume written, named 'Evil.' I don't recall any major fuss about it. It was written with those who would want to use such a thing in mind, snapped up by the gamers who wanted it, and most people now don't even seem to be aware of its existence.

IMO, the BoVD caused a storm of controversy because it was published by WoTC as an official D&D product, as opposed to being put out by one of the myriad little d20 startups now springing up all over the place. It is one such company that is putting out BoEF.

I feel that the BoEF wouldn't do any real harm if people would stop making it out to be some terrible thing... and leave it to those who would like to buy it. By thrusting the juiciest pages into the faces of anyone who might agree with them, as I'm seeing elsewhere on the web in gaming news sites and such, many of its detractors are fanning flames which never needed to be. I'm not saying that you, or anyone in particular, is doing this... rather, I feel that gamers in general are too nervous after the BoVD (I haven't seen any earth-shattering repercussions from that

particular volume, even, for that matter). If the BoEF had come first, under another label as it is, I don't think anyone would've given it a second thought.

WotC's official standpoint is a case in point, I think. After releasing (and subsequently, vehemently defending) the BoVD under their own label, they are calling the BoEF 'thoroughly immoral' and 'highly inappropriate.' Nowhere is 'BoVD' to be found anywhere in their statements. Is sex with living people so much worse than sex with dead people, according to WotC? If a magical spell can be empowered by sacrificing a virgin on an altar, why not by stealing her virginity in a bedroom?

A major Dungeons & Dragons theme is sliding one's sword into the goblin's stomach and spilling his intestines out onto the ground. Call of Cthulhu d20, which utilizes the D&D system, was written largely by a D&D author, and will be grouped with D&D as 'those evil roleplaying games' by our detractors, deals with madness, torment, far more 'real' demons, insanity, and so forth. Given that ultimate levels of violence are already present, and often simply 'glossed over,' i.e. the blood is not described in detail as it gushes from the mortal wound... I don't feel sex, particularly handled in a similarly glossed-over fashion, would be a particularly bad addition.

I believe that D&D's detractors were never, ever close to being converted. They visualize their children worshipping Satan, or running through the city sewers with knives playing 'Orcs & Warriors,' and proceed to organize a community burning (figuratively speaking). Then they go away, and come back in a few months, ad infinitum. The ones who momentarily cave in due to a child's incessant pleading will inevitably take the subsequently purchased books away the first time they see the word (or illustration of a) 'Demon.' D&D will always be around, and it will always appeal to the people it's going to appeal to one way or the other, and it will never appeal to the more short-sighted mind... even if it's a bunch of teenagers sitting around just having a good time with a by-and-large completely wholesome and mentally stimulating activity.

Ulrick

Greetings Gary!

I was unable to discover Standing Bear's "english" name.

So much for that.

Anyway...

How many Total Party Kills have you had in your long gamemaster career? And roughly what percentage of TPKs in the Tomb of Horrors? :D

I've had only 4 in my 14 years of being a DM. 2 of those where while I ran the Tomb of Horrors.

Also,

> Quote:
>
> Originally Posted by **Col_Pladoh**
>
> *I sure do! Coming after the questionable BOOK OF VILE DARKNESS, the detractors of the RPG game form in general and D&D in particular have new ammunition.*
>
> *As a concerned parent not knowing anything about D&D, what yould you think if shown oly the names of the two books, showing that such material was "promoted" for players of the game. then a look inside, and most parents would forbid their youngsters to play such a game.*
>
> *This is a case of providing fuel to start a real fire, not just smoke as there was before, IMO*

I agree with you.

This is coming from somebody who's best friend was forced by his parents to burn all his D&D stuff in accordance to a certain Jack Chick Tract...

And this was during the days when devils and demons were Baatezu and Tannari when TSR seemed to try to clean up its image a bit.

While I have the Book of Vile Darkness, and I do like it (the subject matter was handled maturely, IMHO), I can't help but wonder how many other fires that book fueled (literally).

While I think the D&D=Satanism has died down quiet a bit (it's more of a "nerd" hobby) its still out there. I think all it will take is the media to blow these books of context again.

Malcedon

> Quote:
>
> *While I have the Book of Vile Darkness, and I do like it (the subject matter was handled maturely, IMHO), I can't help but wonder how many other fires that book fueled (literally).*

I feel that your post pretty much bears out my viewpoint on things. You say this happened before things like the BoVD ever came out. These people will always be around, and will always hate D&D for what it isn't. You think someone who would actually be willing to do something so hideous as to force their child to burn some of their possessions as an object lesson is going to wait until something of the BoVD's magnitude comes out before doing so? As for the media destroying D&D... When's the last time you saw Dungeons & Dragons in the newspaper? It's been a good half-year now since Vile Darkness came upon us. I've not seen any major repercussions, and in fact before the BoEF came to the discussion table across the 'net I've not heard the BoVD mentioned at all.

Books like the BoVD and the BoEF just need to be left to the people who want them, and are no more horrible--particularly in the eyes of, for example, an 'upstanding Christian parent' (or the non-parent head of a parent's group, who knows all about parenting from reading books on the subject)--than a supplement detailing new ways to kill someone. As you said, the BoVD was handled maturely (for the most part). I own it, and I

have found it an asset in fleshing out the more despicable sides of some of my villains whom I don't want to be at all seductive or morally 'grey-line.' I'll definitely be grabbing up the BoEF as soon as it comes out. From the preview, it sounds like it was handled very much maturely, and it covers a great deal more than the 1% of sex which is putting the carrot in the cake. Details in regards to courtiers, sexually empowered magic, seductive uses for skills, and the like have me very much breathless in anticipation. If they don't affect other people in that fashion... no need to buy, or to blow up, or to burn, the book. It won't be making its way into every game I run, only ones which specifically state its inclusion.

Nathal
Monday, 5th May, 2003, 11:49 PM

Quote:

> *Originally posted by Col_Pladoh*
> **...Coming after the questionable BOOK OF VILE DARKNESS, the detractors of the RPG game form in general and D&D in particular have new ammunition...this is a case of providing fuel to start a real fire, not just smoke as there was before, IMO.**

I see the above statement as incontrovertible. In fact, WOTC's stated strategy from the beginning of 3E was to target more "mature" audiences, particularly the college aged. I do find it hypocritical that they have expressed "disapproval" of the Erotic Fantasy book yet published the Book of Vile Darkness, but such is typical PR and I won't dwell on it.

My parents are fairly liberal minded, but I think they would have forbidden my play if they saw a book like Erotic Sex or Vile Darkness associated with the brand.

As an aside, I often wonder how many younger kids actually remain interested in D&D in its third incarnation, compared with the kids of the 80s with their basic sets. I've sat in on a game run by a bunch of teens and was amused by how little things change in many ways (they spent 20 minutes trying to figure out how to circumvent a pit trap...LOL. Heh, beginners!) I'd be interested in hearing more stories about the experience of younger players with the game. Does it still hold it's magic for the age range most of us were when we began our hobby, or do many of you think that D&D has now become a college aged game? I wonder what statistics on attrition would tell us...

Col_Pladoh
Tuesday, 6th May, 2003, 01:08 PM

Quote:

> *Originally posted by Ulrick*
> **Greetings Gary!**
>
> **I was unable to discover Standing Bear's "english" name.**
>
> **So much for that.**

Ah well... It would have been interesting, but no big deal in all.

> Quote:
>
> **Anyway...**
>
> **How many Total Party Kills have you had in your long gamemaster career? And roughly what percentage of TPKs in the Tomb of Horrors? :D**
>
> **I've had only 4 in my 14 years of being a DM. 2 of those where while I ran the Tomb of Horrors.**

It never happened with my regular group, but running tournaments and special games I have racked up a few TPKs. Let me rephrase that: The players have managed to get all their PCs killed;)

In the ToH those of my players who dared enter did it mainly with their PCs being alone save for hirelings. Robilar's use of his orcs is pretty well known, with all slain in the initial entrance, and he then going on alone to find the demi-lich's lair, grab the treasure and run away without any combat.

Cheers,
Gary

ScottGLXIX
Tuesday, 6th May, 2003, 03:43 PM

I've had more TPK in The Forgotten Temple of Tharizdun than anywhere else, and the all happen in the first room of the temple. The difficulty of the encounter is fiendishly disguised by the trickling in of monsters after the first round, and my players often forgets about running away to fight another day.

The talk of barbarians reminds me of a question I've had for some time, Ernie the Barbarian, did Ernie play a barbarian character (besides his magic-users who were prone to fits of barbarian berserker rage) or was this just a nickname he picked up?
Scott

Joseph Elric Smith
Tuesday, 6th May, 2003, 03:46 PM

So gary are you able to find time to play any miniature games any more, or stay current with rules systems/ if so please share what you are currently using or following
Ken
I feel like I am a writer on jeopardy phrasing these question some times :)

Col_Pladoh

Quote:

Originally posted by ScottGLXIX
I've had more TPK in The Forgotten Temple of Tharizdun than anywhere else, and the all happen in the first room of the temple. The difficulty of the encounter is fiendishly disguised by the trickling in of monsters after the first round, and my players often forgets about running away to fight another day.

The talk of barbarians reminds me of a question I've had for some time, Ernie the Barbarian, did Ernie play a barbarian character (besides his magic-users who were prone to fits of barbarian berserker rage) or was this just a nickname he picked up?
Scott

Howdy Scott:)

Right you are. Groups not used to my DM style tend to lose many, if not all, their PCs because they don't have their characters flee when things are looking grim. "He who runs away lives to fight another day." Of course The Forgotten Temple of Tharizdun reflects my DMing:D

Ernie got the nickname of "Barbarian" because of his play style. Even as a mage his character would go full bore to defeat the foe without regard to danger. That was indeed the inspiration for the spell "Tenser's Transformation," as Ernie would risk all thus.

It was me who loved to play a barbarian and disconcert the players with characters who desired magical items... ;)

Cheers,
Gary

Col_Pladoh

Well Ken...

Fact is I don't get to play military miniatures much at all. I have limited time, but I'd make room for at least a game a month--if anyone hereabouts was running interesting miniatures games. No one is:(At conventions I am too busy to get to play, except late at night. Being as old as I am I need to get my rest after a hard day, so I'm SOL.

I'd like to play: WW II, Napoleonics, Wild West, or just about any other non-fantasy fo SF minis game.

optimizer

Howdy!

Quote:

Originally posted by Col_Pladoh

Hi Mike:)

Well shucks! We weren't formal in play testing. When I had new material I'd just pass it sround to the guys, and let them decide what to do about it--or sit down and DM the adventure;)

Terry Kuntz played the first monk character, and he loved it. We had several assassins, but nobody played one for a long period of time. Tim Kask played the first bard IIRR. Druids were very popular, and he had been playing one regularly.

From the in-game experience I'd fine tune the new class and then get it into print so other gamers could have at it. Pretty much the same with adventure modules.

Cheers,
Gary

Thanks for the response! :)

On a related note, do you have any plans to publish another adventure after _Hall of Many Panes_?

Thanks!

Mike

Joseph Elric Smith

Quote:

Originally posted by Col_Pladoh

I'd like to play: WW II, Napoleonics, Wild West, or just about any other non-fantasy fo SF minis game.

Well then I guess one I get my prussian painted up < i;ll have to get an army for you painted up. though they are only 15mm, I prefer 25M but some times price and availability . I understand about finding players, thankfully with all the military around here I find lots of miniature gamers. SO I can keep my War-hammer, and Napoleonic desires satisfied. :)

Ken

Col_Pladoh

Quote:

> *Originally posted by optimizer*
> **Howdy!**
>
>
> **Thanks for the response! :)**
>
> **On a related note, do you have any plans to publish another adventure after _Hall of Many Panes_?**
>
> **Thanks!**
>
> **Mike**

Salut!

While I have at least one offer on the table to write an adventure module, I have been otherwise occupied...and have not been at all inspired. Modules are hard for me to write, as I wish to make each one different in as many ways as possible from all others I have created;)

Likely I'll get to work on another one of these months, though.

Cheerio,
Gary

Col_Pladoh

Quote:

> *Originally posted by Joseph Elric Smith*
> **Well then I guess one I get my prussian painted up < i;ll have to get an army for you painted up. though they are only 15mm, I prefer 25M but some times price and availability . I understand about finding players, thankfully with all the military around here I find lots of miniature gamers. SO I can keep my War-hammer, and Napoleonic desires satisfied. :)**
> **Ken**

Speaking of Prussians...

I was building an army of Brunswickers in 30mm scale way back when. For the Duke's command figure I used a Sctuby Prissian Mounted Officer figurine. After properly painting him in black, with a chest-full of medals and a monacle, I used a piece of Airfix plastic sprue of brown-pink color, Bending it a bit and painting a yellow band around it, it was placed in the figurine's hand and looked a good deal like an Oscar Meyer Braunschweiger. Then I piped my troops into battle with an Oscar Meyer "weinie whistle."

the serious Napoleonics buffs were quite taken aback :eek:

Cheers,
Gary

MerricB

Quote:

> *Originally posted by Col_Pladoh*
> **PC death was pretty common. Lower level ones were generally written off. Hioghtr level ones able to pay the cost, or with a Wish spell were brought back. Yrag died several times, and the same is true with most of the "famous" PCs from my campaign. Thus magic items enabling use of a Wish or Wishes were highly prized and generally reserved for bringing back a beloved character. The rule about being brought back no more than a number of timnes equal to the character's constitution was not fluff, but meant to restrain the more foolhearty players in risking their PCs.**

G'day, Gary!

Thanks muchly - I've realised how non-fluff that constitution rule is in my recent play. One poor PC has died 10 times, and I told him a few months ago about that rule and that I was going to implement it in my 3E game.

He was somewhat horrified. :)

(He's even more horrified at the moment, as the PC has a bounty on his head due to possession by a Knight of Hell. ;))

It looks like my young apprentice, Grace (now 10) will be joining one of my ongoing campaigns for a few sessions, or possibly more. She's still enjoying the game, so that's good!

As to my next question: at some point towards the end of your time at TSR, there was an advertisement produced for a module named "Shadowland" or "Shadowlord", by yourself and Skip Williams, "A high-level module set in the World of Greyhawk. Journey to the perilous Plane of Shadow to rescue Princess Esterilla and confront the master of the plane... where you find yourself an unexpected guest at a wedding where the guests include a lizardman, a catlord, and a mistress of illusion!".

Had you done much design work for the module, or was it still mainly conceptual?

I guess a few of the ideas from the module made their way into the Gord the Rogue books?

Cheers!

Col_Pladoh

Howdy Merric:)

Quote:

> *Originally posted by MerricB*
>
> **[snippage]**
>
> **As to my next question: at some point towards the end of your time at TSR, there was an advertisement produced for a module named "Shadowland" or "Shadowlord", by yourself and Skip Williams, "A high-level module set in the World of Greyhawk. Journey to the perilous Plane of Shadow to rescue Princess Esterilla and confront the master of the plane... where you find yourself an unexpected guest at a wedding where the guests include a lizardman, a catlord, and a mistress of illusion!".**
>
> **Had you done much design work for the module, or was it still mainly conceptual?**
>
> **I guess a few of the ideas from the module made their way into the Gord the Rogue books?**
>
> **Cheers!**

Skip and I had done a good deal of work. the plot had been outlined, various new monsters sketched out, and the descriptive text worked up.

When the dispute about share ownership arose, the project was tabled, of course. After losing the decision in court, that pretty well canned the project, as neither Skip nor I could proceed alone, for the material developed was clearly a co-mingling of ideas. Of course now the work could be written, and somewhere Gail assures me the notes are on file. Not likely to see the light of day, Shadowland :D

The idea of the Catlord was mine own, and that was used in the Gord novels. The Plane of Shadow was not.

Cheers,
Gary

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optimizer   Wednesday, 7th May, 2003, 02:06 PM

Howdy!

> Quote:
>
> *Originally posted by Col_Pladoh*
>
> **While I have at least one offer on the table to write an adventure module, I have been otherwise occupied...and have not been at all inspired. Modules are hard for me to write, as I wish to make each one different in as many ways as possible from all others I have created;)**
>
> **Likely I'll get to work on another one of these months, though.**

I can understand how inspiration can impact module development - I have gone through long spells of not creating an adventure to DM because I did not have enough inspiration. That is when published adventures come in handy! :)

What are your plans for your local group when they finish HoMP in the next few months?

Thanks once more!

Mike

Col_Pladoh   Wednesday, 7th May, 2003, 02:12 PM

> Quote:
>
> *Originally posted by optimizer*
> **Howdy!**
>
> **I can understand how inspiration can impact module development - I have gone through long spells of not creating an adventure to DM because I did not have enough inspiration. That is when published adventures come in handy! :)**
>
> **What are your plans for your local group when they finish HoMP in the next few months?**
>
> **Thanks once more!**
>
> **Mike**

Well, Mike...

As you note, when inspiration fails the GM turns to published material. If the creative muse has deserted me still when the HOMP module is completed by the gang here, I think that they will likely get to adventure in Castle Wolfmoon--assuming that work is completed;)

Cheers,
Gary

JRRNeiklot   Wednesday, 7th May, 2003, 10:03 PM

Hey, Gary, with all the flak the ranger class has been given in 3e, and indeed, in the upcoming 3.5e rules, why do you thinkis no one (myself included) has been really happy with the class? I loved the 1e and AU ranger class, but I have yet to see a version in 3e that really inspires me to play a ranger, though hackmaster comes close.

Col_Pladoh   Wednesday, 7th May, 2003, 10:42 PM

> Quote:
>
> *Originally posted by JRRNeiklot*
> **Hey, Gary, with all the flak the ranger class has been given in 3e, and indeed, in the upcoming 3.5e rules, why do you thinkis no one (myself included) has been really happy with the class? I loved the 1e and AU ranger class, but I have yet to see a version in 3e that really inspires me to play a ranger, though hackmaster comes close.**

The answer is easy;) OAD&D got it right in regards to the Ranger class. As HackMaster is pretty close to AD&D, their version is pretty close to being "right."

Heh,
Gary

Upper_Krust

Hi Gary mate! :)

I recently convinced a friend to buy all the Gord the Rogue novels on ebay. He is currently reading through them and enjoying them immensely (as I have done many times), however, while I was able to answer about a dozen of his questions thus far, two escaped me:

1. What kind of beast was Putriptoq (Nerull-Infestix' steed)?

2. Secondly, we were puzzling over the implications of the following paragraph...

> Quote:
>
> *Artifact of Evil, page 234. Originally written by Col_Pladoh*
> **Bits of decaying matter fell from Anthraxus, dropping here and there as he went. The oinodaemon had been standing before the Ten of the Hierarchs for an extended period, and a small circle of the putrescent matter had accumulated around his filthy greatcloak. As he was about to turn and leave, he saw the faces of the enthroned Ten turn pale, eyes start, hands shake. He followed their staring gaze down to the hem of the garment, where the litter of rotting stuff oozed and stank. The stuff had become a fairy ring of fungi, tiny zygoms sprouting from the rot.**
>
> **At that moment Anthraxus felt fear crawl through his plagued body.**

Is it implying that Zuggtmoy was somehow scrying their meeting and if so why would that particularly frighten Anthraxus? I can only assume he feared the plying of the Theorpart?

Is this assessment accurate or am I reading it incorrectly?

Thanks in advance for any light you can shed on the matter.

Oh, and any news as to the Graphic Novel interepretations or are we still not allowed mention them. :cool:

Geoffrey

Gary, what are your thoughts on non-human undead? I for one think they strike a discordant note. Kobold vampires, halfling mummies, gnomish wraiths, etc. all seem ridiculous to me rather than fantastical.

MerricB

Geoffrey, don't forget the Banshee, nor the drow vampire in one of Gary's modules. (I'd say which, but I don't want to spoil it for people... :))

Cheers!

Col_Pladoh

> Quote:
>
> *Originally posted by Upper_Krust*
> **Hi Gary mate! :)**
>
> **[snip]**
>
> **1. What kind of beast was Putriptoq (Nerull-Infestix' steed)?**
>
> **2. Secondly, we were puzzling over the implications of the following paragraph...**
>
> **[snip]**

Howdy Upper_Krust,

The steed that Infestix rode was never stated out by me, but I envisaged it as a sort of a cross between a nightmare and one of the mounts ridden by the Four Horsemen of the Apocalypse.

Right about the Theorpart's use. The shock and awe felt by the group was that a demon, Zuggtmoy, was able to penetrate the security of the council via its power.

As for the graphic novels, I daren't mention them...other than to say that the official announcement will be at the Chicago ComicCon in August, and that I'll be there for the launch with an issue #0 or some such special give-away;)

Cheerio,
Gary

Col_Pladoh

> Quote:
>
> *Originally posted by Geoffrey*

Gary, what are your thoughts on non-human undead? I for one think they strike a discordant note. Kobold vampires, halfling mummies, gnomish wraiths, etc. all seem ridiculous to me rather than fantastical.

Non-human undead of the skeleton and zombie sort are fine. Others of the class might be possible too. The main objection is that some few members subsume possession of a soul.

this is a matter of personal taste, IMO. If you dislike having such undead in the campaigm, then exclude them, and you are not wrong.

Cheers,
Gary

Col_Pladoh

Quote:

Originally posted by MerricB
Geoffrey, don't forget the Banshee, nor the drow vampire in one of Gary's modules. (I'd say which, but I don't want to spoil it for people... :))

Cheers!

Ho Merrick!

The banshee isn't undead, but a member of the Unseelie Court.

The vampire drow is indeed as noted. I am really not sure of exactly how the non-humans like that become vampires, as they don't have souls-- maybe a process similar to that of becoming a lich...

Cheers,
Gary

BOZ

Quote:

Originally posted by Col_Pladoh
As for the graphic novels, I daren't mention them...other than to say that the official announcement will be at the Chicago ComicCon in August, and that I'll be there for the launch with an issue #0 or some such special give-away;)

gary,

which day(s) were you going to be there again? :) if i am not too overloaded with marital planning i shall do my best to be there (probably saturday).

Col_Pladoh

Quote:

Originally posted by BOZ

gary,

which day(s) were you going to be there again? :) if i am not too overloaded with marital planning i shall do my best to be there (probably saturday).

Hi Boz,

We're scheduled to come into the city on Friday evening, likely make a brief appearance at the con, then be there for most of the day Saturday, so looks as if you're on target;)

Cheers,
Gary

---

optimizer

Howdy!

Quote:

Originally posted by Col_Pladoh

Well, Mike...

As you note, when inspiration fails the GM turns to published material. If the creative muse has deserted me still when the HOMP module is completed by the gang here, I think that they will likely get to adventure in Castle Wolfmoon--assuming that work is

completed;)

Cheers,
Gary

Sounds like that will be fun! :)

BTW, how would you (or do you) handle the transitions between modules? Are the same Avatars used and you create a story to get them to the next module? Or do you write a mini-adventure that bridges the modules? Or just have them create new Avatars?

Thanks!

Mike

optimizer

Howdy!

> Quote:
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>
> **The answer is easy;) OAD&D got it right in regards to the Ranger class. As HackMaster is pretty close to AD&D, their version is pretty close to being "right."**
>
> **Heh,**
> **Gary**

I have to agree with this - the OAD&D Ranger is the correct one IMO. I remember glancing through the 2nd edition books when they were first released to see what changed. I saw what they did to the Ranger and decided that the edition was not for me!

Mike

Col_Pladoh

> Quote:
>
> *Originally posted by optimizer*
> **Howdy!**
>
> **Sounds like that will be fun! :)**
>
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>
> **Thanks!**
>
> **Mike**

Heh, and some of the above...

When it is a major transition to something really different, I will have new Avatars created. I've had the group do that twice in our six plus years campaign.

For transition from a long adventure to something else, I usually wing some adventuring, then do a semi-prepared bit to actually immerse the group in the next long adventure saga.

I don't usually detail material of short-duration play. too much effort for something inconsequential;)

Cheers,
Gary

optimizer

Howdy!

> Quote:
>
> *Originally posted by Col_Pladoh*
>
> **Non-human undead of the skeleton and zombie sort are fine. Others of the class might be possible too. The main objection is that some few members subsume possession of a soul.**
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> **this is a matter of personal taste, IMO. If you dislike having such undead in the campaigm, then exclude them, and you are not wrong.**
>
> **Cheers,**

Gary

I can see having nonintelligent undead from any race - it makes some nice variations on the monster. ;)

Based upon what you said, then it is the presence of a soul that permits the existance of higher-level undead. So would it be correct to assume that any creature that one could use a Raise Dead spell on can also be turned into a higher-level undead? Then those without souls would have to be a different but related type of undead (if desired) - such as an elven wraith-kin as an example. Would that work from a game perspective?

Thanks!

Mike

---

optimizer

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>
> **I don't usually detail material of short-duration play. too much effort for something inconsequential;)**
>
> **Cheers,**
> **Gary**

That makes perfect sense to me. :)

Thanks for responding!

Mike

Col_Pladoh

> Quote:
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>
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> **Thanks!**
>
> **Mike**

Hola Mike!

The test of Raise Dead would be a fine measure of what sorts of non-human can be undead of standart sort for humans.

As I recall, though, there is some inconsistancy in regards characters being Reincarnated as a race that is soul-less:(Now I think of it, eh?

Heh,
Gary

Col_Pladoh

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Heh,
Gary

Upper_Krust

Thursday, 8th May, 2003, 05:00 PM

> Quote:
>
> *Originally posted by Col_Pladoh*
> **Howdy Upper_Krust,**

Hello again Col_Pladoh mate! :)

> Quote:
>
> *Originally posted by Col_Pladoh*
> **The steed that Infestix rode was never stated out by me, but I envisaged it as a sort of a cross between a nightmare and one of the mounts ridden by the Four Horsemen of the Apocalypse.**

Thats very interesting indeed! Although it begs the question if Nerull-Infestix is Death and Incabulos-Poxpanus is Pestilence which daemons represent War and Famine? Not sure if you thought along those lines yourself, and looking over the Gord the Rogue roster of bad guys no one immediately seems to fit the bill so I may just be meandering into unseen territory? :D

> Quote:
>
> *Originally posted by Col_Pladoh*
> **Right about the Theorpart's use. The shock and awe felt by the group was that a demon, Zuggtmoy, was able to penetrate the security of the council via its power.**

I thought it had to be something like that, thanks for the clarification. Much appreciated. :)

> Quote:
>
> *Originally posted by Col_Pladoh*
> **As for the graphic novels, I daren't mention them...other than to say that the official announcement will be at the Chicago ComicCon in August, and that I'll be there for the launch with an issue #0 or some such special give-away;)**

Unlikely I'll be there (except in spirit) - but I will certainly be picking them up at the earliest possible opportunity. :)

Thanks again.

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Flexor the Mighty!

Thursday, 8th May, 2003, 05:00 PM

Hey Gary I just wanted to let you know how much I enjoyed reading "Saga of Old City" the past few days. Why I passed these up back in the day blows my mind! Anyway the parts that happen in Greyhawk really get me going to get the party I'm running now into the city. So much adventure to be had there. This book nails the old ad&d feel better than any other TSR/D&D novel I've read. Now it's time for "Artifact of Evil"!

:)

Col_Pladoh

Thursday, 8th May, 2003, 05:18 PM

> Quote:
>
> *Originally posted by Upper_Krust*
>
> **Hello again Col_Pladoh mate! :)**
>
> **[gross snippage]**
>
> **Thanks again.**

Welcome Upper_Krust:)

You are correct in supposing that I was not considering a Biblical type of treatment of the Four Horsemen, so War and Famine were not represented by that nasty lot headed up by Nerull.

Ciao,
Gary

Col_Pladoh

Thursday, 8th May, 2003, 05:23 PM

> Quote:
>
> *Originally posted by Flexor the Mighty!*
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>
> **:)**

What you note makes me happy, Flexor. I did the gord novels in order to convey the S&S feel of AD&D without any particular consideration to literary merit. The books are fantasy action adventure that reflect how I think the "feel" of an AD&D game campaign should translate to stories.

Gene Weigel had a pretty good map up online for a time of the City of Greyhawk as I envisaged it drawn from the Gord yarns. I plan to use Gene for commentary about the city and Gord in the pages of the graphic novels.

Cheerio,
Gary

---

optimizer

Friday, 9th May, 2003, 02:08 PM

Howdy!

> Quote:
>
> *Originally posted by Col_Pladoh*
>
> **Hola Mike!**
>
> **The test of Raise Dead would be a fine measure of what sorts of non-human can be undead of standart sort for humans.**
>
> **As I recall, though, there is some inconsistancy in regards characters being Reincarnated as a race that is soul-less:(Now I think of it, eh?**
>
> **Heh,**

Gary

I hadn't thought of that before but you are right. Even after a quarter of a century I am still learning new things about the game! :)

Thanks again!

Mike

mystraschosen

Hello all!:D Hijack in progress:It is a beautiful day in aurora,illinois.Know how I know this?I stepped outside on the porch after 4 straight hours on the computer at the urging of my ball and chain.I was blinded by the brilliance of the sun and the smells of springtime. So for all of you who tend to lose track of the fact that outdoors is a great salve for the spirit as I did....Well just follow my lead and take a seat on the old porch and crack a frosty brew......no one says you can't bring the laptop out with you:D Hijack over: Salutes you all and have a great day outside!
and thanks for the hijack.

Member #1 of the nature is great fan club.

Geoffrey

One of my favorite Gygaxian RPG products is the Epic of Aerth book. Especially evocative are some of the names of magickal devices owned by Aerth's rulers. For example:

the Four Elemental Alembics
the Etymon of Omnipotence
Tomko's Chessboard
the Argent Cloud Lamp
the Pandemonic Machine
Jakulgz's Nighted Seahorse
the Skybow Defiant
the Golden Steps of Rolgamush
the Masks of Little Dragons
the Gnotic Decompulser
etc.

Just the names alone of the above devices are sufficient seeds to grow adventures. (BTW, Gary, did you ever detail any of the items in this book, or did they remain fantastical names only?) The only designer who can compete is M. A. R. Barker, whose artifacts in his world of Tekumel have wonderfully imaginative names.

Lastly, the names of the above items reveal why Gary's RPG books are always so fun to read, while most RPG books are dry as chalk. The man has a gift for words, similar in style to Clark Ashton Smith and Lin Carter. That sort of thing is immeasureably superior to the cookie-cutter style used by Forgotten Realms author #48 in Forgotten Realms novel #472.

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So true. The 1e DMG is a gem in this regard. His style and influence are sorely missed in 3e IMO. Now seeing how I am enjoying the Gord novels so much my respect for his writing just keeps increasing.

Col_Pladoh

Quote:

Interestingly enough it so happens that Gail and I had lunch with an author this afternoon. We sat outside on the porch of the Temprea House here in Lake Geneva for almost four hours enjoying the sun, breezes, the food, and some gaming talk...also a bottle of Saporo;)

Cheers,
Gary

Col_Pladoh

Quote:

Originally posted by Geoffrey

[snip]
Just the names alone of the above devices are sufficient seeds to grow adventures. (BTW, Gary, did you ever detail any of the items in this book, or did they remain fantastical names only?) The only designer who can compete is M. A. R. Barker, whose artifacts in his world of Tekumel have wonderfully imaginative names.

I never got around to detailing the mighty devices of the Aerth, Geoggrey. T$R's litigation pretty much put the damper on that. Whatever notes I had for those items went into the dumper, of course.

The inspiration for names such as I devised for the world setting comes from the Esteemed Author, Jack Vance :eek:

Cheerio,
Gary

Upper_Krust

Hello again Col_Pladoh mate! :)

Two more tiny questions: :o

Firstly, I was always curious was there any reason why Lolth/Arachne wasn't a more prominent figure within the Gord the Rogue novels? It seemed to feature just about every demon except for her; even though she is briefly mentioned.

Secondly (and your opinion is the only one in the world that matters on this question; with the exception of whomever is DMing naturally), anyone with even a passing familiarity with your work could see you have an appreciation for numerology; especially when dealing with the esoteric.

As such how many Raloogs (Type VIs) would you say are supported by the Abyss? (and I immediately confiscate an answer of "As many as you like." :p)

I don't mean to throw you in at the deep end so just to recap any pertinent evidence:

- 1st Edition Monster Manual relates that on six Type VIs are known. (Although this is something of a red herring since it undoubtedly infers the mortal knowledge on the subject)

- 1st Edition Monster Manual 2 denotes that at least 5200 Pit Fiends exist within the Armies of the Archdukes of Hell, probably close to double that figure overall...I estimate 9,999 (As such you could think that there are at least that many Raloogs).

- I can't put my finger on the source but I recall reading somewhere that there were 666 'Balors', one for each layer of the Abyss. (However this would seem to be a more accurate disclosure of the number of Demon Lords; given that figures in excess of 350 Demon Lords are mentioned making the last stand on Ojukalazogadit in Dance of Demons nearing the end of the war, when of course their numbers would have been at their lowest).

- I perceive from the Gord the Rogue novels that you personally, hold the Raloogs in fairly high esteem within the savage hierarchy of the Abyss. Which is why units of 50 are treated with such respect (50 under Pavlag and another unit of 50 as Vurons Personal Bodyguard ~ even though 49 of the latter were simply Rutterkin given the illusion of Raloogs using the Eye of Deception). Additionally they are powerful 'free spirits' and probably not easily coerced into service.

Personally I have figured the number at either 6,666 and 66,666 leaning towards the latter. However it does seem a rather large figure to bandy about.

Any insight you can shed on the matter would be appreciated.

Thanks in advance.

Col_Pladoh

Salutations Upper_Krust:)

The short question asked first is easy. I was reserving Lolth, the drow, and even the Elder Elemental God for detailed treatment in a separate yarn that never got written. Seems the popularity of the dark elves rather closed that avenue--Bob Salvatore's books and all.

Now as to numerology, better put it that I like numbers as tools and as evocative additions to descriptive text. The connotations being more important than the actual denotations.

Working downwards, I envisaged that the Demon Lords numbered somewhat greater than the number of layers of the Abyss. However, as the place is of Chaos, as with all numbers there some uncertainty must always exist. So anywhere from 600 to 800 of them might exist at a given time, the larger layers having more than one.

Now as to the Type VI "Balors," in the whole of the Abyss there must be at least an average of 10 per layer, the captains of the lords, so your 6,666 is a good estimate in my thinking. Reference to six being known was indeed for purposes of knowing their names for purposes of summoning. Lack of cooperation between Demon Lords means that overall large numbers are not threatening to other planes...

Of course, that is all based on the conceptual cosmology of OAD&D and won't necessarily fit other systems.

I hope that covers it, but don't hesitate to ask further questions, as I am adept at giving vague answers :rolleyes: Fact is that is careful quantification is given, one must then live with it, and that could constrain later creative work!

Heh,
Gary

Geoffrey

Hi Gary! :D I know that you like Lovecraft, but do you enjoy the thousands of stories written by his literary disciples? I own all 28 volumes of Chaosium's "Cthulhu fiction" and am having a blast reading those dread tomes of blasphemous lore.

And it all started back in 1980 when I (10 years old) purchased the unexpurgated AD&D Deities & Demigods and was quite taken with that exceedingly weird Cthulhu Mythos.

Col_Pladoh

> Quote:
> ---
> *Originally posted by Geoffrey*
> **Hi Gary! :D I know that you like Lovecraft, but do you enjoy the thousands of stories written by his literary disciples? I own all 28 volumes of Chaosium's "Cthulhu fiction" and am having a blast reading those dread tomes of blasphemous lore.**
>
> **And it all started back in 1980 when I (10 years old) purchased the unexpurgated AD&D Deities & Demigods and was quite taken with that exceedingly weird Cthulhu Mythos.**
> ---

It has been many years since I've read the various HPL and associated stories, and I don't have the Chaosium collection, but I can say yes, I do generally enjoy the work of his "disciples." Can't recall who wrote the King in Yellow (Chambers?), but from that work to those of Derleith, Lumley, Clark Ashton Smith, Bloch, etal. the many stories help to form a more interesting whole in my mind. There is a long short story, "The Willows," whose author (whose name I've forgotten) was not a part of the HPL group that fits into the grand picture too.

Just off hand, my favorites of HPLs are "Pickman's Model." "Rats in the Walls," and "The Lurking Fear."

cheerio,
Gary

Col_Pladoh

Just remembered!

Algernon Blackwood was the author of the story, "The Willows."

Heh,
Gary

Hadit

Hello Gary!

Firstly, thanks again for this continuing opportunity to ask questions of the esteemed author of AD&D! It seems the more I read, the more questions pop into my head that have been accumulating over the years!

I was curious if any of the AD&D cosmology (inner and outer planes, etc.), Mythus cosmology, or LA cosmology represent an actual belief system (or philosophical conjecture) you may have...
or is it all simply a gaming contrivance?

At the very least it seems to represent a good deal of study in ancient hermetic tradition (as well as some Jungian archetype psychology)! I've always appreciated how nicely the concepts of the inner and outer planes seem to fit together; the foundational elemental planes blending with the 'higher' ethical/moral planes to form what we know of existence (the Prime Material).

It just struck me that such an elegant system must contain at least some small portion of personal philosophy, but then again, maybe I'm wrong.

Take care, Duglas

MerricB

Quote:

> *Originally posted by Col_Pladoh*
>
> **Ho Merrick!**
>
> **The banshee isn't undead, but a member of the Unseelie Court.**

Oh, I see - I was misled by "The groaning spirit, or banshee, is the spirit of an evil female elf - a very rare thing indeed. The spirit returns to harm the living." (MM 1E, pg 50).

Despite the fact that a cleric can't turn them, it did sound somewhat undead. :)

Gary, one thing I've been wondering: how big are the dungeons below Castle Greyhawk, dimension-wise? Would a standard level (heh - no such thing!) fit on a single sheet of grid paper (400' x 600')?

Were there levels bigger than that?

Cheers!

Bryan Vining

More questions

Quote:

> *This is a case of providing fuel to start a real fire, not just smoke as there was before, IMO.*

I agree with that. I'm less frightened, though, that there will be any serious long-term impact. One could argue that including monsters bearing well-recognized names of powerful demons from our own history in 1E was giving D&D's detractors plenty of ammo. Despite all of the uproar in the media in the 80s, the only thing that really hurt TSR was Lorraine Williams. 3E has enjoyed immense popularity despite its explicit inclusion of demons and devils. I think there will be some effects, but not very large ones.

On a lighter note, I have some questions:

1. You've made your preference for rules-light games well-known. What has been the evolution of that viewpoint for you? What do you consider the advantages of rules-light gaming?

2. Asking you to peer into a crystal ball of sorts, what innovations do you think RPGs need in order to become more mainstream, and do you think it is a worthwhile goal to craft RPGs with more mass appeal?

Thanks,
Bryan

Col_Pladoh

Quote:

> *Originally posted by Hadit*
> **Hello Gary!**
>
> **Firstly, thanks again for this continuing opportunity to ask questions of the esteemed author of AD&D! It seems the more I read, the more questions pop into my head that have been accumulating over the years!**

Welcome, Hadit ;)

Quote:

> **I was curious if any of the AD&D cosmology (inner and outer planes, etc.), Mythus cosmology, or LA cosmology represent an actual belief system (or philosophical conjecture) you may have...**
> **or is it all simply a gaming contrivance?**
>
> **At the very least it seems to represent a good deal of study in ancient hermetic tradition (as well as some Jungian archetype psychology)! I've always appreciated how nicely the concepts of the inner and outer planes seem to fit together; the foundational elemental planes blending with the 'higher' ethical/moral planes to form what we know of existence (the Prime Material).**
>
> **It just struck me that such an elegant system must contain at least some small portion of personal philosophy, but then again, maybe I'm wrong.**
>
> **Take care, Duglas**

The kind words are appreciated, for I did a considerable amount of research in devising the cosomology for AD&D--and the Mythus game too,m with more Theosophy and other more recent concepts added. We are still working on the details of the LA game cosmology. Because of the wide variety of pantheons therein, all based to a considerable degree on actual mythology, devising a plausible and workable cosmology for the Lejendary Earth is an exacting task.

As far as I know all the work is purely done for the game in question. Of course my personal moral and ethical views are bound to impact the treatment...

Cheers,
Gary

Col_Pladoh

Salutations, Merric!

> Quote:
>
> *Originally posted by MerricB*
>
> **Oh, I see - I was misled by "The groaning spirit, or banshee, is the spirit of an evil female elf - a very rare thing indeed. The spirit returns to harm the living." (MM 1E, pg 50).**
>
> **Despite the fact that a cleric can't turn them, it did sound somewhat undead. :)**

Indeed, in AD&D I "fudged" the banshee to be a spirit of an evil female elf--that flying in the face of elves being soul-less... So you were basically correct, and I was using my revised treatment, returning the banshee into the ranks of the sidhe where they belong;)

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> **Gary, one thing I've been wondering: how big are the dungeons below Castle Greyhawk, dimension-wise? Would a standard level (heh - no such thing!) fit on a single sheet of grid paper (400' x 600')?**
>
> **Were there levels bigger than that?**
>
> **Cheers!**

Being of insidious nature, I varied the maps for levels of the castle dungeons. Sometimes I used 8.5" x 11' paper, 4 squares to the inch, sometimes 5, 6, or 8. then I'd throw in two or more levels on the same map, or use 17" x 22" paper with 4 or 5 lsquares to the inch. At least one level was done with small hexagons. Also, many of the levels were connected so that it was difficult to know when one was leaving one and entering another.

Accurate maps were highly prized by regular players :eek:

Cheers,
Gary

blackshirt5

Dear Gary,

What do you think are the secrets of making a really dangerous, well-done dungeon, like Castle Greyhawk?

Also, any map-drawing tips?

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Col_Pladoh

Tuesday, 13th May, 2003, 02:31 PM

Re: More questions

> Quote:
>
> *Originally posted by Bryan Vining*
>
> *I agree with that. I'm less frightened, though, that there will be any serious long-term impact. One could argue that including monsters bearing well-recognized names of powerful demons from our own history in 1E was giving D&D's detractors plenty of ammo. Despite all of the uproar in the media in the 80s, the only thing that really hurt TSR was Lorraine Williams. 3E has enjoyed immense popularity despite its explicit inclusion of demons and devils. I think there will be some effects, but not very large ones.*

Howdy Brian!

Jisy a cautionary note. Most parents aren't too concerned about their children encountering "demons" and "devils" od mythological sort in game play. The reasonable ones are certainly going to be concerned about the sort of material found in the more recent supplements, for that is clearly possible to imitate...

> Quote:
>
> *On a lighter note, I have some questions:*
>
> *1. You've made your preference for rules-light games well-known. What has been the evolution of that viewpoint for you? What do you consider the advantages of rules-light gaming?*

Short answer, for I don't think an essay is appropriate in this forum;)

The rules-light game facilitates freedom for all participants to exercise imagination and innovation without undue constraint. That encourages gamimg rather than rule-playing. In short, I believe it encourages creativity in all participants, and allows greater immersion in the game milieu, not the mechanics that form the game.[/B][/QUOTE]

> Quote:
>
> *2. Asking you to peer into a crystal ball of sorts, what innovations do you think RPGs need in order to become more mainstream, and do you think it is a worthwhile goal to craft RPGs with more mass appeal?*
>
> *Thanks,*
> *Bryan*

I do not believe that the RPG will ever become "main stream." Its very basis is such that the majority of people will not be likely to find it entertaining. Those bases I refere to are: make believe and exercise of imagination, role assumption, role playing, problem solving, group cooperation, no clear victory conditions, no conclusion to play. Other assumptions made are considerable literacy, mathematical interest, and a mind stimulated by problem solving.

I've probably missed some points there, but what the heck, this isn't a scholarly dissertation, only a fast pass at an interesting question.

BTW, attempting to devise RPGs with mass appeal is IMO as bootless as attempting to write them with broad appeal to females. It just isn't going to work.

Cheers,
Gary

Col_Pladoh

Tuesday, 13th May, 2003, 02:54 PM

> Quote:
>
> *Originally posted by blackshirt5*
> *Dear Gary,*
>
> *What do you think are the secrets of making a really dangerous, well-done dungeon, like Castle Greyhawk?*
>
> *Also, any map-drawing tips?*

Heh!

Just that, secrets:D

Okay, more responsively, I believe that the first quality a dungeon needs is game logic and verisimilitude based thereon. That's why I subsumed the maze beneath Greyhawk Castle had been created by a mad demi-god.

The elements needed thereafter are: Challenge of exploration, increasing danger including actual PC loss, varied problems, varied environments, occassional humor or like relief from the tension normal to the environment, mysteries, rewards commensurate with the challenge overcome, a series of milestones indicating achievement in the course of delving into the labyrinth, and a finally where the successful PC(s) get the big reward for staying the course and reaching the untimate conclusion.

I think that covers it...

Cheers,
Gary

BOZ   Tuesday, 13th May, 2003, 03:26 PM
Re: Re: More questions

> Quote:
>
> *Originally posted by Col_Pladoh*
> **rule-playing**

hmm, i've heard "roll-playing" plenty of times, but i think this is the first time i've heard this one. :) i think it needs to be said a lot more often...

Col_Pladoh   Tuesday, 13th May, 2003, 03:56 PM
Re: Re: Re: More questions

> Quote:
>
> *Originally posted by BOZ*
>
> **hmm, i've heard "roll-playing" plenty of times, but i think this is the first time i've heard this one. :) i think it needs to be said a lot more often...**

Heh, Boz;)

Many people knock "roll-playing," but it is a necessary part of the PRG game form where chance is a major factor in the game--as it is in real life. The real bad rap against dice rolling is if combat is the predominate feature of play, that negating the other elements that make up the game...such as role-playing.

Rules are necessary for a structured game, doubly so when it is based on fantasy where no real facts are available to the participants. then the structure becomes the major feature of play, though, then it is at least as onerous as roll-playing, so both terms are equally daming. If a game is nothing but role-playing, then it is not really a RPG, but some form of improvisational theater, for the game form includes far more than acting out assumed roles.

Cheers,
Gary

Geoffrey   Tuesday, 13th May, 2003, 04:13 PM

> Quote:
>
> *Originally posted by Col_Pladoh*
> **Indeed, in AD&D I "fudged" the banshee to be a spirit of an evil female elf--that flying in the face of elves being soul-less... So you were basically correct, and I was using my revised treatment, returning the banshee into the ranks of the sidhe where they belong;)**

In my games, I considered banshees the spirits of human women who died in childbirth. Also, I considered that demi-humans were all of *inherently* good alignment. I didn't have any evil or neutral dwarves, elves, gnomes, or halflings in my world. (This, of course, doesn't include duergar, drow, or deep gnomes.) Just as, for example, there were no six-foot tall halflings (not even as "exceptions"), there were no non-lawful good ones either.

BOZ   Tuesday, 13th May, 2003, 04:27 PM
Re: Re: Re: Re: More questions

> Quote:
>
> *Originally posted by Col_Pladoh*
> **Heh, Boz;)**
>
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right, we need a good balance between all three for it to work well as a whole. over-emphasizing one or diminishing one takes away from the feel of the game. :)

Col_Pladoh

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>
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Geoffrey, I was not so strict in my management of demi-humans. While most were basicaly of G alignment as groups, there were plenty of TN elves, and individuals within a group could vary through the whole spectrum. Basically E demi-humans had the same exceptions, although most PCs were hesitant to believe them, heh-heh.

Never did have a halfling or any other sort of racially gigantic proportions. About 25% variation in height was the max.

Cheers,
Gary

Col_Pladoh
Re: Re: Re: Re: Re: More questions

Quote:

> *Originally posted by BOZ*
>
> ***right, we need a good balance between all three for it to work well as a whole. over-emphasizing one or diminishing one takes away from the feel of the game. :)***

That's the way I feel, Boz. There are those who really love to emphasize one or another feature though. What the heck, if they are having fun it can't be bad...just sort of wring in terms of what the RPG is meant to be ;)

Cheers,
Gary

Hadit

Quote:

> *Originally posted by Col_Pladoh*
> ***... and a finally where the successful PC(s) get the big reward for staying the course and reaching the untimate conclusion.***

Of course this begs the question: Did any of your players reach the "ultimate conclusion" of Castle Greyhawk?
Or do secrets lie there still?

Col_Pladoh

Quote:

> *Originally posted by Hadit*
>
> ***Of course this begs the question: Did any of your players reach the "ultimate conclusion" of Castle Greyhawk?***
> ***Or do secrets lie there still?***

When i was running the campaign alone, the dungeons of Castle Greyhawk wree only 13 levels deep. On the 13th was Zagig himself--he observed what went on above, restocked, etc. When a character got down to his level there was no going back. The one managing that was given an appropriate reward then sent on a giant, one-way slide clear through to the other side of the world, a place akin to China;) They had only what they carried at the time.

finding the lowest level was very difficult. Rob, playing Robilar solo, delved into the dungeon, made it. Ernie, noting Rog's absence from adventuring with the party, sent Tenser on a solo quest to discover Robilar's whereabouts. He managed to follow a similar path, and made level 13. Then Terry Kuntz noted both of his usual companions were nopt available to play, went forth with Terik, and made the lowest lever successfully. These PCs were around 10th level at this time. Rob never mapped, and Ernie didn't either when he went exploring with Tenser, so there was no cheating. Can't say how they managed it, but all three did it in succession. Each then solo-adventured back overland syccessfully via different routes.

No other players in the group managed that. About a month after all that Rob and I combined out castles, and Greyhawk Castle's dungeons grew massively, from about 20 levels total, 13 deep, to over 40, going down to about 28 levels.

Cheers,
Gary

Hadit

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> *No other players in the group managed that. About a month after all that Rob and I combined out castles, and Greyhawk Castle's dungeons grew massively, from about 20 levels total, 13 deep, to over 40, going down to about 28 levels.*
>
> *Cheers,*
> *Gary*

Wow! Castle Greyhawk is one cool dungeon! I hope some day that it manages to get published.

I guess then if Zagig was treated with proper respect he was amicable enough... better China than dead!

Does this mean that the Oerth is detailed in full somewhere in your notes? Or did you just 'wing' it?

Thanks for the responses!
Duglas

Col_Pladoh

Ho Duglas!

I did sketch maps only for areas where there would likely be a lot of adventuring. Oterwise I winged it. Must have done a fair to middlin job, as Rob so enjoyed robilar's adventures in the Coty of Brass while returning from the Mysterious East that he went on and developed a detailed city of that name of his own design;)

Cheers,
Gary

optimizer

Howdy!

Quote:

> *Originally posted by Col_Pladoh*
>
> *The elements needed thereafter are: Challenge of exploration, increasing danger including actual PC loss, varied problems, varied environments, occassional humor or like relief from the tension normal to the environment, mysteries, rewards commensurate with the challenge overcome, a series of milestones indicating achievement in the course of delving into the labyrinth, and a finally where the successful PC(s) get the big reward for staying the course and reaching the untimate conclusion.*

What are the differences in using OAD&D versus LA when making a dungeon with increasing dangers?

Thanks!

Mike

Devall2000

highest allowable level for PC's

Hey Gary,
The information you've been providing is invaluable. I can't say 'thank you' enough.

I'm curious to know the highest level you would allow PC's to attain before you had them retire and/or made the players roll up new characters.

thanks,
Jamie

The Blue Elf

I'm curious to know how did Zagig become a Demi-God,Gary?

And thank you very much Gary for your time. :D

Devall2000

Well, I've gone all the way back through to where this thread first began. I think it's 34 pages worth of Q&A with Gary. I found that the question I had about levels was answered.

Gary, I've been reading about how the Gord the rogue novels are coming out in graphic novel format. This made me think about a graphic novel that came out in 80's. It was a spider-man graphic novel called "hooky." It was off the beaten path as far as spider-man went/goes. Have you ever had the chance to read it?

Also, have you ever played Axis & Allies? What did you think of it?
thanks,
Jamie

Joseph Elric Smith

Hey Gary on another list we've been discussing the Paladin, and the use of Detect evil. Would you care t5o explain what you envisioned when you gave that ability to the class, and how you expected it to be used?
Ken

Col_Pladoh

Paladin's Detect Evil Power

Howdy Ken:)

Well, as the Paladin is supposed to be the virtuous warrior wholly dedicated to being upright and doing good, the Detect Evil capacity seemed natural.

I envisaged it as being one that the Paladin must use with active thought, that meaning when he is thus engaged he can be doing nothing else. (It was not meant as an automatic sensing device akin to a Geiger counter detecting radiation level.)

The Evil needs to be an active force such as in a character or a spirit entity or at worst a semi-intelligent monster able to contemplate doing wicked things, or an active magical effect that has a sentient quality that triggers it malign effect.

Okay, there is is, and don't ask why this isn't quantified thus in the original PHB ;)

cheers,
Gary

Col_Pladoh

Whoa! Missed a few...

I just got a notice of a post today, answered it, then chacked back and found several others that I'd not been alerted to. Sorry about that :(I'll answer them now.

Gary

Col_Pladoh

> Quote:
>
> *Originally posted by optimizer*
> **Howdy!**
>
>
> **What are the differences in using OAD&D versus LA when making a dungeon with increasing dangers?**
>
> **Thanks!**
>
> **Mike**

that's a difficult question to answer, for the beginning Avatar in the LA game is more like a 7th - 8th level PC in many ways. When placing weaker creatures in encounters, the Lejend Master needs to have plenty of them, and be careful to operate them in as clever a manner as possible considering their nature.

Increasing dangers aren't so difficult, as the creatures with higher Health and chance to hit, those doing a lot of extra Harm or with special attack forms are clearly ratable and tougher to defeat. Also. problems requiring the use of some not-too-common Ability, come into play, as to difficult problems and tricky situations.

One needs be careful, though, for Avatars take a long time to work up to potency greater that their corresponding level in AD&D terms. Regular play (40 + sessions) adds what amounts to about a level and a half per year, assuming the acquisition of some good Extraordinary Items (magic) along the way.

They system can manage Avatars of considerable potency, of course, and even veterans of six or more years can be properly challenged. Don't forget that the LA game does not center on combat, makes it a key element amongst several or many;)

Cheers,
Gary

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Col_Pladoh   Saturday, 14th June, 2003, 06:58 PM

Re: highest allowable level for PC's

> Quote:
>
> *Originally posted by Devall2000*
> **Hey Gary,**
> **The information you've been providing is invaluable. I can't say 'thank you' enough.**
>
> **I'm curious to know the highest level you would allow PC's to attain before you had them retire and/or made the players roll up new characters.**
>
> **thanks,**
> **Jamie**

Never did I demand a retirement of a PC. Most of the players with characters in the high-teens level voluntarily took those PCs into semi-retirement, keeping them only for adventures that called for potent adventurers. My own top-level PC Mordenkainen, went past 20th level thus--special high-level scenarios. In one in company with several other like PCs. the first encounter faced by the group were liches armed with Rods of Cancellation that charging the party.

Mordie's last two adventures were one there he was accompanying some mid-level characters who got transferred to the MA game's Starship Warden and another in which two ancient white dragons were awaiting the party. Each of those was about a year apart.

Otherwise, as did my players, I tend to have more fun playing a PC of somewhere between 5th and 12th level.

Gary

Col_Pladoh   Saturday, 14th June, 2003, 07:02 PM

> Quote:
>
> *Originally posted by The Blue Elf*
> **I'm curious to know how did Zagig become a Demi-God,Gary?**
>
> **And thank you very much Gary for your time. :D**

Castle Greyhawk had to have such a figure behind it. Otherwise, how could one explain all the strange and near-impossible (even in a magic-active universe)?

So the advent of Zagig corresponded to the development of the castle-dungeons complex early in 1973 used in my Greyhawk campaign. Zagig put in a cameo appearance when the adventurers managed to plumb the utmost depths, as will be covered in a DRAGON Magazine essay in my "Up on a Soapbox" column one of these months;)

Cheers,
Gary

Col_Pladoh   Saturday, 14th June, 2003, 07:11 PM

> Quote:
>
> *Originally posted by Devall2000*
> **Well, I've gone all the way back through to where this thread first began. I think it's 34 pages worth of Q&A with Gary. I found that the question I had about levels was answered.**
>
> **Gary, I've been reading about how the Gord the rogue novels are coming out in graphic novel format. This made me think about a graphic novel that came out in 80's. It was a spider-man graphic novel called "hooky." It was off the beaten path as far as spider-man went/goes. Have you ever had the chance to read it?**
>
> **Also, have you ever played Axis & Allies? What did you think of it?**
> **thanks,**
> **Jamie**

The Gord the Rogue graphic novels are postponed due to difficulties with illustrators and colorists. Now I know why the publisher was reticent about announcing. The release date has been moved from August to the end of the year:(

No, I missed the Spiderman graphic novel. I really enjoyed the movie, though. I am eager to see the League of Extraordinary Gentlemen film, as I really liked the graphic novel!

As a hardcore board wargamer, I found Axis & Allies a little too abstract for my taste. Both sons Ernie and Luke played it a fair bit. When I got the more recent Avalon Hill/Hasbro ACW boardgame, I created less abstract, more historically oriented, "wargamers'" rules for it immediately after playing once with the printed ones;)

No, I have no problems with gamers who "improve" game rules similarly, even if those "improvements" happen to be on something I wrote :rolleyes:

Cheers,
Gary

Joseph Elric Smith

Re: Paladin's Detect Evil Power

> Quote:
>
> *Originally posted by Col_Pladoh*
> **Howdy Ken:)**
>
> **Well, as the Paladin is supposed to be the virtuous warrior wholly dedicated to being upright and doing good, the Detect Evil capacity seemed natural.**
>
> **I envisaged it as being one that the Paladin must use with active thought, that meaning when he is thus engaged he can be doing nothing else. (It was not meant as an automatic sensing device akin to a Geiger counter detecting radiation level.)**
>
> **Okay, there is is, and don't ask why this isn't quantified thus in the original PHB ;)**
>
> **cheers,**
> **Gary**

So as a follow then why would people think it is rude for a paladin to detect evil? or would they, not that they do IMC, as it is considered part of there make up.
Ken

Col_Pladoh

Re: Re: Paladin's Detect Evil Power

> Quote:
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> **So as a follow then why would people think it is rude for a paladin to detect evil? or would they, not that they do IMC, as it is considered part of there make up.**
> **Ken**

If in the company of gentle folk, certainly belted knights and nobles, for a Paladin to perform a detection for evil is clearly a gross insult to all those present! Only if there is ample reason for a devoutly religious person to suspect some malign influence might the act be considered otherwise. To do so before a sovereigh head of state, directed at that one, is certainly lesse majeste, perhaps a capital offense.

Cheers,
Gary

Hadit

Re: Re: Re: Paladin's Detect Evil Power

> Quote:
>
> *Originally posted by Col_Pladoh*
>
> **If in the company of gentle folk, certainly belted knights and nobles, for a Paladin to perform a detection for evil is clearly a gross insult to all those present! Only if there is ample reason for a devoutly religious person to suspect some malign influence might the act be considered otherwise. To do so before a sovereigh head of state, directed at that one, is certainly lesse majeste, perhaps a capital offense.**
>
> **Cheers,**
> **Gary**

Yeah, I always sort of looked at it like that as well.
To a lesser degree, the casting of *detect evil* on folks seems similar to the modern habit of imploying lie-detectors or urinalysis on prospective employees... extreme annoyance!

This brings up a tangential question in my mind.
How do you view the changes a society would exhibit that had access to clerical spells of healing and divination? (The D&D society, basically.) Would hunger and disease be effectively eradicated for the lower classes, or are clerics powerful enough just too rare to cover everybody's needs?

Thanks, Gary!

Take care, Duglas

Col_Pladoh
Re: Re: Re: Re: Paladin's Detect Evil Power

Quote:

> *Originally posted by Hadit*
>
> **This brings up a tangential question in my mind.**
> **How do you view the changes a society would exhibit that had access to clerical spells of healing and divination? (The D&D society, basically.)**
> **Would hunger and disease be effectively eradicated for the lower classes, or are clerics powerful enough just too rare to cover everybody's needs?**
>
> **Thanks, Gary!**
> **Take care, Duglas**

If the world setting has active deities and clerics able to employ magic, the lot of the lower socio-economic class would be very much improved. There would certainly be sufficient lower grade ecclesiastics--hedge priests, friars, and monks--to cover the basic needs of the ordinary folk, while more able clerics would see to the greater concerns such as disease and crops.

The more affluent the agrarian and worker base, the more wealthy and advanced the middle and upper classes.

I am propounding this general theme, and admitting my error on not placing sufficient importance upon the ecclesiastics in the fantasy milieu that assumes active magic and like deities in the upcoming "Gygaxian Fantasy Worlds" reference book, LIVING FANTASY. that's a bald-faced plug, but the fact is i deal with the subject of improved conditions at some length therein.

Cheers,
Gary

Devall2000

bump

Grishnak

Bit of a goofy question but what did you think of the D&D film that was made? Do you think that they should have had a better story than the 1 in place?
Also have you read any books by David Gemmell? If so what do you think of his style of writing?

P.S On a final note thank you for letting me lose 8 years of my life so far on D&D :) Well worth it though!!

Col_Pladoh

Quote:

> *Originally posted by Grishnak*
> **Bit of a goofy question but what did you think of the D&D film that was made? Do you think that they should have had a better story than the 1 in place?**
> **Also have you read any books by David Gemmell? If so what do you think of his style of writing?**

Heh, and frankly I found no single redeeming feature in the D&D movie. even the special effects weren't special. Yes, then needed a story with a good plot and developed characters, then actors to properly play the roles, real direction, decent costuming, makeup that omitted blue lipstick, and dramatic music...

I've read one book by David Gemmell and enjoyed it.

Quote:

> **P.S On a final note thank you for letting me lose 8 years of my life so far on D&D :) Well worth it though!!**

Only eight years! So you are still a journeyman, eh? I've been at this for over 30 now :eek:

Cheers,
Gary

The Blue Elf

Mr. Gygax have you hear about another D&D movie is in the making?

And thank you

ColonelHardisson

Originally posted by Col_Pladoh

Heh, and frankly I found no single redeeming feature in the D&D movie. even the special effects weren't special. Yes, then needed a story with a good plot and developed characters, then actors to properly play the roles, real direction, decent costuming, makeup that omitted blue lipstick, and dramatic music...

I agree with much of what you're saying. The direction of the film was, apparently, close to non-existent. A couple of actors had good screen presence, but had nothing to work with; I'd say the lead actor who played Ridley is a good example. The actor who played the dwarf is another. They deserved better. Jeremy Irons could not have been taking his role seriously, else he would not have played it so over-the-top. I think the film suffered most from coming out *pre*-Lord of the Rings. Had Irons, for example, seen how Ian McKellan and Christopher Lee played their roles with dignity and grace, perhaps his portrayal would have been more thought-out. I kept getting the feeling he had no liking or respect for the genre.

Col_Pladoh
Monday, 16th June, 2003, 01:51 PM

Whoa!

The guy who played the (giant) dwarf did nothing other than mug the camera during the whole dreadful performance.

If the D&D movie had awaited filming until after the first LotR one, I think they would have canned the whole project, as it would have been obvious that it was a total bomb, something that fell out of the back end of a horse :rolleyes:

Cheers,
Gary

ColonelHardisson
Monday, 16th June, 2003, 02:17 PM

I think the dwarf's (yeah, he was too big, but I guess they didn't have the money to squeeze him down like they did with John Rhys-Davies in LotR) performance was harmed by editing. I didn't think his mugging was too bad, and seemed appropriate. Of course, that may be just in comparison to the performances of Wayans and Irons.

I think that if it had been in production post-LotR, they would have recognized the value of the genre and the D&D imprint, and would have rewritten much of it. The dialogue, for example, is some of the worst I've heard in a professional production.

Col_Pladoh
Monday, 16th June, 2003, 03:40 PM

Colonel Suh!

I do believe you are being too generous;)

Heh,
Gary

optimizer
Monday, 16th June, 2003, 04:09 PM

Howdy!

Originally posted by Col_Pladoh

that's a difficult question to answer, for the beginning Avatar in the LA game is more like a 7th - 8th level PC in many ways. When placing weaker creatures in encounters, the Lejend Master needs to have plenty of them, and be careful to operate them in as clever a manner as possible considering their nature.

Increasing dangers aren't so difficult, as the creatures with higher Health and chance to hit, those doing a lot of extra Harm or with special attack forms are clearly ratable and tougher to defeat. Also. problems requiring the use of some not-too-common Ability, come into play, as to difficult problems and tricky situations.

One needs be careful, though, for Avatars take a long time to work up to potency greater that their corresponding level in AD&D terms. Regular play (40 + sessions) adds what amounts to about a level and a half per year, assuming the acquisition of some good Extraordinary Items (magic) along the way.

They system can manage Avatars of considerable potency, of course, and even veterans of six or more years can be properly challenged. Don't forget that the LA game does not center on combat, makes it a key element amongst several or many;)

Cheers,
Gary

It sounds like LA can emulate a progressive dungeon setting like in OAD&D, except that the levels would be much larger since it would takes longer to traverse them, allowing characters to gain power before heading lower.

AlLternatively, the extra dimension of LA opens the possibility of gaining experience (power) outside the dungeon, between dungeon

expedities. In this view, the LM would spend as much time (or more) defining the world outside the dungeon for the Avatars to explore.

Please let me know if this is incorrect. If I am correct, then I think I do what I would like in a campaign in LA -- and probably more!

Thank! :)

Mike

Grishnak
Monday, 16th June, 2003, 04:26 PM

I agree with you pretty much on all the points regarding the film, my only redeeming feature was the Beholder but that was down to the old EOTB games and really liking the Beholder kin!

I would love a company to make a film using 1 of David Gemmells books, He seems to get the background without going over the top with page after page of useless info.

Have you played 3e at all? Do you plan to play at all if you dont already? Or do you prefer past editions? Sorry if you've been asked this already haven't been able to read all the thread :(

Anyway thanks for the reply and I'm still a young lad of 24 so yes still a journeyman but still think of myself as more of a beginner again with 3e and 3.5e.

Col_Pladoh
Monday, 16th June, 2003, 07:15 PM

Quote:

> *Originally posted by optimizer*
> **Howdy!**
>
> **It sounds like LA can emulate a progressive dungeon setting like in OAD&D, except that the levels would be much larger since it would takes longer to traverse them, allowing characters to gain power before heading lower.**

Well, not necessarily. I have an "Olde Time Dungeopn Crawl" scenario amongst the adventures found in the HALL OF MANY PANES module. It is set up for experienced Avatars, mainly, say with at least a year of adventuring credits, but it can handle beginners or veteran Avatars with three or more years of play. the key is the judgement of the Lejend Master on adjusting the number of creatures or NACs encounterd, their Health and chance to hit and inflict Harm. Of course, I packed the normal-sised dungeon level quite full of interesting places, and made it difficult to move around and map, and it must be mapped in order to find the keys to escaping the place, cause the return pane portal to appear;)

Quote:

> **Alternativelly, the extra dimension of LA opens the possibility of gaining experience (power) outside the dungeon, between dungeon expeditions. In this view, the LM would spend as much time (or more) defining the world outside the dungeon for the Avatars to explore.**
>
> **Please let me know if this is incorrect. If I am correct, then I think I do what I would like in a campaign in LA -- and probably more!**
>
> **Thank! :)**
>
> **Mike**

Your second assumption is correct. the LA game does offer, not to say demand, the LM to spend as much time developing adventures not set in dungeons, and the players' Avatars gain as much from such activity therein as they do from subterranean delving. Outside dungeons the focus can be on role-play, intregue, politics, or just about anything else including exploration and combat.

Cheers,
Gary

Col_Pladoh
Monday, 16th June, 2003, 07:24 PM

Quote:

> *Originally posted by Grishnak*
> **I agree with you pretty much on all the points regarding the film, my only redeeming feature was the Beholder but that was down to the old EOTB games and really liking the Beholder kin!**

The movie was such a stinker that most gamers I know have pretty much the same take on it. What is so infiriating is that it could have been a decent film that promoted D&D:(

Quote:

> **I would love a company to make a film using 1 of David Gemmells books, He seems to get the background without going over the top with page after page of useless info.**

Who can say? As the "Harry Potter" and LotR movies have raked in big bucks at the box office, fantasy films are not dead...only those relating to the D&D game...

Quote:

Have you played 3e at all? Do you plan to play at all if you dont already? Or do you prefer past editions? Sorry if you've been asked this already haven't been able to read all the thread :(

Yes, I played for about 20 sessions in the test of Ernie and Luke Gygax's module THE LOST CITY OF GAXMOOR. I enjoyed the gaming but not the rules. As a matter of preference I play mainly own LA RPG system, my next favorite is OAD&D, and thereafter METAMORPHOSIS ALPHA. Being a gamer, if I have the time and opportunity I will typically play any game end enjoy it :eek:

Quote:

Anyway thanks for the reply and I'm still a young lad of 24 so yes still a journeyman but still think of myself as more of a beginner again with 3e and 3.5e.

Well, when you try Monty's ARCANA UNEARTHED, you can enjoy yet more apprenticeship then. Back in the good Old Days when I was a mere stripling of 24, all we had were chess, board wargames, and military miniatures--all stillgreat fun!

Cheers,
Gary

ColonelHardisson   Monday, 16th June, 2003, 07:30 PM

Quote:

Originally posted by Col_Pladoh
Colonel Suh!

I do believe you are being too generous;)

Heh,
Gary

Yeah, probably. I just figure that in the post-LotR era, a production like that wouldn't get very far without massive rewrites.

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Col_Pladoh

Monday, 16th June, 2003, 10:21 PM

Quote:

> Originally posted by ColonelHardisson
>
> **Yeah, probably. I just figure that in the post-LotR era, a production like that wouldn't get very far without massive rewrites.**

That and a massive increase in budget, plus maybe some recasting. Jeremy Irons playing Boris Karloff in his role didn't really cut it... After the first day of shooting that would need to be addressed by Irons getting into the role seriosuly or a new actor brought on board. The same applies generally to the other leading cast members;)

Cheers,
Gary

---

boschdevil

Tuesday, 17th June, 2003, 01:35 AM

My issue is that I think many of the authors that wrote the original modules for D&D could write circles around many of the Hollywood script writers. So at times I wonder why they just don't take part of a module (like The Keep on the Borderlands, for example) and write a movie about that. I know it would have been a hell of a lot better than the tripe that they decided to plop onto the screen.

Heck, you could make an excellent movie on the encounters prior to the Caves of Chaos (imagine if they did a movie on the lizard men's mound, the bandit camp, the spider's web, and the Hermit (man, I love that hermit!)).

The only ones that probably made better stories (yes, to me to some degree the modules are stories) would be loremasters like Homer. (Sorry, to me they haven't met Homer's standard, but they're still pretty good). Then, I wouldn't mind it so bad if the movie tanks. Poeple outside the game could appreciate the modules that allowed us to gain a love for the game. I've owned Descent into the Depths of the Earth for 20 years, and I still like to open it and read it from time to time. But, to watch my favorite game get dragged down by movie trash like that D&D movie just drives me crazy.

Hadit

Tuesday, 17th June, 2003, 11:01 AM

Quote:

> Originally posted by Grishnak ... my only redeeming feature was the Beholder [/B]

Grunt!
You can't be serious!

The beholders in that movie were horrid and brain-damaged.
UNLIKE D&D behoders totally.
TOTALLY.

Col_Pladoh

Tuesday, 17th June, 2003, 01:25 PM

No question in my mind that a well-written script with a good plot and devloped characters was the first step needed for a successful D&D movie.

Considering the property, the D&D mark, a really fine script would be sufficient to get the ball rolling. that would have been lining up a name actor or two committed to the project. Thereafter the rest should fall into line. The problem was the director, of course...

Cheers,
Gary

---

optimizer

Tuesday, 17th June, 2003, 02:02 PM

Howdy!

Quote:

> Originally posted by Col_Pladoh
>
> **Well, not necessarily. I have an "Olde Time Dungeopn Crawl" scenario amongst the adventures found in the HALL OF MANY PANES module. It is set up for experienced Avatars, mainly, say with at least a year of adventuring credits, but it can handle beginners or veteran Avatars with three or more years of play. the key is the judgement of the Lejend Master on adjusting the number of creatures or NACs encounterd, their Health and chance to hit and inflict Harm. Of course, I packed the normal-sised dungeon level quite full of**

interesting places, and made it difficult to move around and map, and it must be mapped in order to find the keys to escaping the place, cause the return pane portal to appear;)

Your second assumption is correct. the LA game does offer, not to say demand, the LM to spend as much time developing adventures not set in dungeons, and the players' Avatars gain as much from such activity therein as they do from subterranean delving. Outside dungeons the focus can be on role-play, intregue, politics, or just about anything else including exploration and combat.

Cheers,
Gary

I think that I understand - thanks! :)

I enjoy reading your posts about HoMP -- that is one adventure I am waiting for! :)

I like how you designed LA to handle more than just dungeon exploration. It seems like an LM can create a world to explore and players can create Avatars to attempt almost anything in that world. :)

Mike

BOZ

another good idea would be combining elements from more than one classic module or series... no need to constrain yourself to the limitations of one story. ;)

---

blackshirt5

Dear Gary,

Wouldn't just about ANY summer movie be made cooler by converting it into a D&D movie? I can see it now;

Charlie's Angels 2-They're all Trumpet Archons, they all work for the Great God Charlie. Bosley, of course, is an Avatar or a high-level cleric of Charlie.

Pirates of the Caribbean-Admittedly, I can't make this much cooler than it already looks.

Tomb Raider 2-Admittedly, making it a RIFTs movie would make it cooler than it looks.

Col_Pladoh

It seems that the Trolls are still trying to hammer our how they are going to package a module of 500 page length, so the release date for HALL OF MANY PANES is not yet set. It will probably be a boxed set with two books and who knows what else, but it will provide a year of adventuring fun--all sorts of different scenarios, plenty of combat nonetheless, as I like it in adventures;)

As for making most films fantasy bases, I'll take a pass. No sense in wearing out the genre thus, eh? The LEAGUE OF EXTRAORDINARY GENTLEMEN coming next month is fantasy, but not medieval-type, and one that should prove well worth seeing!

Cheers,
Gary

---

dcollins

Gary, I was leafing through the AD&D *Descent into the Depths of the Earth* modules, recently, and it occured to me to ask about the "Large Scale Map" included inside which briefly portrays maybe 4 times as many areas as actually are encountered in the adventure yourself.

I'm wondering: Did you draw this layout yourself, or was this content an addition by some other person (as I understand occasionally happened with some projects)? If you ever used this map, how much of the surrounding areas did you ever detail for your own purposes?

Hadit

Quote:

> *Originally posted by Col_Pladoh*
> **The LEAGUE OF EXTRAORDINARY GENTLEMEN coming next month is fantasy, but not medieval-type, and one that should prove well worth seeing!**

The LoEG movie does look like it will be pretty good, but I am still leery that it will not come close to the excellence of the comic. Hollywood tends to err on the side of excess (and simplification).

I read an interview with Alan Moore in which he was questioned about how he would feel if Hollywood destroyed his 'baby'... he said he couldn't care less! He was just happy to get paid the large dollars! He felt that if it drew attention to his comic, then all the better.

MerricB

Quote:

Thanks for the update, Gary. :)

Time for a (somewhat silly) question: how many dice do you have?

:D

Cheers!

Col_Pladoh

Quote:

Originally posted by dcollins
Gary, I was leafing through the AD&D Descent into the Depths of the Earth modules, recently, and it occured to me to ask about the "Large Scale Map" included inside which briefly portrays maybe 4 times as many areas as actually are encountered in the adventure yourself.

I'm wondering: Did you draw this layout yourself, or was this content an addition by some other person (as I understand occasionally happened with some projects)? If you ever used this map, how much of the surrounding areas did you ever detail for your own purposes?

howdy!

All the material in the D series was done exclusively by me, illustrations aside, of course. The additional areas of the underworld were sketchily detailed, but I have no idea where those notes have ended up:(

My players were not much delighted with the thought of continuing adventures there, so my efforts came to no useful end. My next plan was to detail the city or Erelheicindlu, but the lads absolutely refused to take their characters into the place ;)

Cheers,
Gary

Col_Pladoh

Quote:

Originally posted by Hadit

The LoEG movie does look like it will be pretty good, but I am still leery that it will not come close to the excellence of the comic. Hollywood tends to err on the side of excess (and simplification).

I read an interview with Alan Moore in which he was questioned about how he would feel if Hollywood destroyed his 'baby'... he said he couldn't care less! He was just happy to get paid the large dollars! He felt that if it drew attention to his comic, then all the better.

Hope springs eternal in my breast:)

I do really enjoy the writing style of Alan Moore--perfect blend of the late Victorian horror/Oriental mystery novel and the pulp zines of the 30s, 40s, and 50s.

As for his statement about the film not being true to his work, I can relate to the salve of receiving large amounts of cash to compensate for that. However, I hope his agent took all that up front, and his payments are not based on preoducer's net receipts...

Fingers crrosed,
Gary

Col_Pladoh

Quote:

Originally posted by MerricB

Thanks for the update, Gary. :)

Time for a (somewhat silly) question: how many dice do you have?

:D

Cheers!

The HOMP module is back on the active project list according to Steve Chenault, so Troll Lord Games might have it as a Christmas release, it being a boxed set and all:)

Actually, Merric, I am not much of a collector, and I don't care about fancy dice. I have about 50 that I use regularly, and various others scattered all over, so I can't give you a real answer. I do have about 200 or so blue and white 10-siders in a box in the basement. there were a lot more but I have given many pairs away.

Cheers,
Gary

dcollins
Saturday, 21st June, 2003, 05:13 AM

Quote:

> *Originally posted by Col_Pladoh*
> **All the material in the D series was done exclusively by me...**

Thanks, Gary, very interesting.

mythusmage
Saturday, 21st June, 2003, 09:30 AM

Okay, going to a rather obscure topic (and there is a purpose for asking this), what was the original original name for *Dangerous Journeys*?

Hadit
Saturday, 21st June, 2003, 10:42 AM

Quote:

> *Originally posted by Col_Pladoh*
> **My next plan was to detail the city or Erelheicindlu, but the lads absolutely refused to take their characters into the place ;)**

Bah! Boo to that!
Definately NOT my crew!

Col_Pladoh
Saturday, 21st June, 2003, 01:48 PM

Quote:

> *Originally posted by dcollins*
>
> **Thanks, Gary, very interesting.**

You are certainly welcome:)

Cheers,
Gary

Col_Pladoh
Saturday, 21st June, 2003, 01:52 PM

Quote:

> *Originally posted by mythusmage*
> **Okay, going to a rather obscure topic (and there is a purpose for asking this), what was the original original name for Dangerous Journeys?**

The name I favored for the system was Infinite Adventures. We made a lsit of possible names and consulted with NEC and JVC. Their choice was Dangerous Dimensions, so that was the what the system was originally called.

Because T$R immediately filed a lawsuit, the name was changed to Dangerous Journies at my suggestion, this being agreeable to NEC and JVC. That cut the rug out from under the demand for a temporary injunction upon the release of the game.

Cheers,
Gary

Col_Pladoh
Saturday, 21st June, 2003, 01:55 PM

Quote:

> *Originally posted by Hadit*
>
> **Bah! Boo to that!**
> **Definately NOT my crew!**

That's god. The adventuring in the Vault, especially the city, will demand a lot of roleplay, involve plenty of tension, intregue, and incredible danger, but it should be absolutely unlike adventuring just about anywhere else.

Cheers,
Gary

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Olgar Shiverstone

Saturday, 21st June, 2003, 02:51 PM

Hi Gary!

Long time fan, first time poster, yadda, yadda ...

Thanks for bringing so much to this game, which I've been enjoying since 1981. My earliest and fondest D&D memories are of various hijinks around the village of Hommlett and in the Caves of Chaos.

I know you've been involved to some extent with the soon-to-be-released Temple of Elemental Evil CRPG. Had you been king for a day and able to direct the adventure for the first Greyhawk-based CRPG (AFAIK), what would you have selected to best capture the classic Greyhawk feel? ToEE, another AD&D adventure, or something original/unpublished?

There has been a lot of discussion, too, from the ToEE developers and fans about a potential sequel -- most often the Giants-Drow series is mentioned. If that were to come to pass, what changes, updates, additions, or more fully developed areas would you recommend for those adventures, now with 25 years of hindsight?

Thanks!

Alzrius

Saturday, 21st June, 2003, 03:02 PM

Howdily hey Gary!

I'm a huge fan of Orcus (the biggest one I know, though Nightfall and the Necromancer Games people could contest that), and I was wondering if you could share any thoughts/opinions/anecdotes about him from back in the day. I know this isn't really a question, but anything at all would be really great. Thanks! :)

Col_Pladoh

Saturday, 21st June, 2003, 03:34 PM

> Quote:
>
> *Originally posted by Olgar Shiverstone*
> **Hi Gary!**
>
> **...**
>
> **I know you've been involved to some extent with the soon-to-be-released Temple of Elemental Evil CRPG. Had you been king for a day and able to direct the adventure for the first Greyhawk-based CRPG (AFAIK), what would you have selected to best capture the classic Greyhawk feel? ToEE, another AD&D adventure, or something original/unpublished?**
>
> **There has been a lot of discussion, too, from the ToEE developers and fans about a potential sequel -- most often the Giants-Drow series is mentioned. If that were to come to pass, what changes, updates, additions, or more fully developed areas would you recommend for those adventures, now with 25 years of hindsight?**
>
> **Thanks!**

Troika is 100% responsible for the content of the ToEE CRPG. All I did was answer some questions from their head developer in regards to the direction and interpretaions he had taken and made. Fact is they are spot on in my estimation, although I have not seen any of the actual game.

As for choice of a beginning point, the VoH-ToEE one seems solid to me. I know after that Troika wants to do the G series and the D one also. That makes sense to me also.

As for changes, if I were writing the G and D series today, I'd put in some detailed backstory and include more adventure hooks, but most of the encounter material would remain just as it is--with additional ways to manage some areas, more dialog, and possibly some expansion of each separate area so as to make each module about the same length.

General question for any reader who DMed or played in G1: Has any party ever disguised themselves as the hill giant "kids," so as to roam around the steading that way? I set it up as a possibility, but as far as I know the disguise potential has never been used.

Cheers,
Gary

Col_Pladoh

Saturday, 21st June, 2003, 03:46 PM

> Quote:
>
> *Originally posted by Alzrius*
> **Howdily hey Gary!**

I'm a huge fan of Orcus (the biggest one I know, though Nightfall and the Necromancer Games people could contest that), and I was wondering if you could share any thoughts/opinions/anecdotes about him from back in the day. I know this isn't really a question, but anything at all would be really great. Thanks! :)

As my campaign never got to the point where the PCs were of a level to dare any encounter with deities of even lesser sort than Orcus, the sum total of ,y development of the demon lords is pretty much contained in the core monster books.

The only anecdote I have regarding Orcus is this: When a party I was GMing was in the D3 module, they got into such trouble that they pleaded for divine intervention withoug being specific. As thos was successful (a d% roll of 00), I had Orcus appear, he being the most potent deity likely to have attention focused in that area. At that point the party was toast, so knowing that they again pleaded for divine intervention, this time specifying a deity opposed to a demon lord, but no more. Again they managed a successful roll, so Asmodeus appeared. Having an immediate understanding of what was happening, the two Evil deities did not fight, not did they bother with the foolish mortals who had summoned them. That was beneath them, of course. So they gated out and left the party to their fate. A couple of the characters actually managed to survive.

Cheers,
Gary

Geoffrey

Quote:

Originally posted by Col_Pladoh
All the material in the D series was done exclusively by me, illustrations aside, of course. The additional areas of the underworld were sketchily detailed, but I have no idea where those notes have ended up:(

My players were not much delighted with the thought of continuing adventures there, so my efforts came to no useful end. My next plan was to detail the city or Erelheicindlu, but the lads absolutely refused to take their characters into the place ;)

Cheers,
Gary

Why didn't the party want more adventures in this setting? Where they too frightened, or was it just not their druthers?

Olgar Shiverstone

Quote:

Originally posted by Col_Pladoh

General question for any reader who DMed or played in G1: Has any party ever disguised themselves as the hill giant "kids," so as to roam around the steading that way? I set it up as a possibility, but as far as I know the disguise potential has never been used.

LOL, no but I wish we'd thought of that! The party I played with relied on invisibility to infiltrate the Steading, which worked well until one of our number was bumped into by a giant. In the resultant running fight our excessive use of pyrotechnics set fire to the place. It wasn't until much later, when I actually purchased the module, that I realized the pain we'd caused the DM in getting us to the next part of the adventure (which we completed successfully, though we met our doom in the Hall of the Fire Giant King attempting a frontal assault on the main hall). As a result of that fiasco, I've never gotten to be a player in the D series, though I did get to DM it.

Edit: I've had a soft spot for the pre-gen character with the silly name I played in that adventure ever since: Fonkin Hoddypeaks, elven Ftr/MU. I was rather put out when the 3E DMG used it as an example of how not to name a character! (In a subsequent foray I also had the privilege of running Beak Gwenders of Croodle, 1/2 Elf Ranger -- our own characters weren't high enough level at the time, so we relied on the supplied ones).

Col_Pladoh

Quote:

Originally posted by Geoffrey

Why didn't the party want more adventures in this setting? Where they too frightened, or was it just not their druthers?

They felt the risks weren't worth the possible rewards. It was much the same in regards to adventuring on the Isle of the Ape where they calculated that the likelihood of Pc death was too great for any possible gain thet might come from successfully managing the whole adventure. In sum I believe that they also didn't want to have to do all the roleplaying necessary to deal with the potent evil creatures they'd encounter regularly in the Drow city.

As a DM who never begged, I didn't grill them about their refusal...

Cheers,
Gary

Col_Pladoh

Hi Olgar:)

Well, your not taking the opportunity to use the disguise seems to be the normal, so don't feel bad about the missed opportunity. A number of instances of fire in the Steading are known to me, even though I made a point of stressing to DMs how generally uninflammable the timers of the structure were.

A couple of years back I played Zigby my main Dwarf PC in a session my son Ernie was running using G2/ It had been so long since I'd written the adventure, DMed it, that I'd forgotten sufficiently to feel comfortable thus. Darned if I hadn't totally forgotten the misty cave where everything is slippery, and poor Zigby slipped and lost his +2 shield down a crevass. I was weak with the laughter caused from the mirth over my cruel tricks on PCs.

As for the WotC folks using Fondkin Hoddypeak as an example of what not to name a character, bah! They are a humorless lot thet take themselves and the game far too seriously, judging from that. It was a great joke on players, though, for all of those names were rether less than flattering even though the characters were buff;) Of course that sword cuts both ways, for I created the characters, and was poking fun at the game, the adventure, and myself in the process.

Beek (bask) Gwenders (chillblanes) of Croodle (to creep close as in to a fire), was a favorite of mine, as was Faffle (stammer) Dweomercraeft (magic).

Heh,
Gary

Hadit   Saturday, 21st June, 2003, 10:10 PM

Quote:
_____

Originally posted by Olgar Shiverstone
I've had a soft spot for the pre-gen character with the silly name I played in that adventure ever since: Fonkin Hoddypeaks, elven Ftr/MU. I was rather put out when the 3E DMG used it as an example of how not to name a character!
_____

Really?
I guess I missed that somehow.

Olgar Shiverstone   Saturday, 21st June, 2003, 10:19 PM

Whoops, I misremembered. It was page 61 of the *Hero Builder's Guidebook*, not the DMG, that specifically mentioned not naming your character Fondkin Hoddypeak (or Gleep Wurp the Eyebiter, for that matter). Poor Gleep! Smashed by a giant ...

Col_Pladoh   Saturday, 21st June, 2003, 10:29 PM

Quote:
_____

Originally posted by Olgar Shiverstone
Whoops, I misremembered. It was page 61 of the Hero Builder's Guidebook, not the DMG, that specifically mentioned not naming your character Fondkin Hoddypeak (or Gleep Wurp the Eyebiter, for that matter). Poor Gleep! Smashed by a giant ...
_____

What's in a name? The play's the thing!

As I recall, for I don't have the book of lost words handy, the name was Gleed (for squint-eyed) Wurp (a glance of the eye), so his appellation wasn't quite as denigrating as Fondkin (little fool) Hoddypeak (crazy). I thought it suitable for an elf... A fighter named Redmod (anger) Dumple (beat into a shapless mass) was actually rather flattering, Or was that Frush (crush) Dumple?

Ah well,
Gary

Hadit   Saturday, 21st June, 2003, 11:13 PM

Hey Gary,

Have you had a chance to see a publication called *Demonographia*, by Trident Books? It is a complete collection of illustrations of demons as decribed in J.A.S. Collin de Plancy's *Dictionnaire Infernal* (along with descriptive text).
Its a very classy book and quite useful for GM inspiration in regards to infernal adventures!

In case you are intrigued, Trident Books address is: P.O. Box 85811, Seattle, WA, 98105.

Take care, Duglas

---

mythusmage   Sunday, 22nd June, 2003, 04:25 AM

Quote:
_____

Originally posted by Col_Pladoh
The name I favored for the system was Infinite Adventures. (snip)
Cheers,
Gary
_____

Well, in that case, *Infinite Adventures* it is. Got some people to contact, the rest of it I'll leave to your imagination.

;)

ScottGLXIX

Dangerous Journeys was a system I was curious about for a long time, and I've recently started picking up and reading the books. It looks great so far. I'm really looking forward to starting a campaign.
Gary, a question regarding the Necropolis adventure. It's such a large and detailed book. Was that written for the Mythus system from the beginning, or was it something that you had been working on prior to the development of Mythus and then converted?
Scott

Col_Pladoh

Quote:

> *Originally posted by Hadit*
> **Hey Gary,**
>
> **Have you had a chance to see a publication called Demonographia, by Trident Books? It is a complete collection of illustrations of demons as decribed in J.A.S. Collin de Plancy's Dictionnaire Infernal (along with descriptive text).**
> **Its a very classy book and quite useful for GM inspiration in regards to infernal adventures!**
>
> **In case you are intrigued, Trident Books address is: P.O. Box 85811, Seattle, WA, 98105.**
>
> **Take care, Duglas**

Thanks Hadit:)

That sounds like an excellent work for the reference library of all GMs and writers in the fantasy genre. I'll put it on my wish list! Does Trident have a website? I was wondering what the price tag is...

Cheers,
Gasr

Col_Pladoh

Quote:

> *Originally posted by mythusmage*
>
> **Well, in that case, Infinite Adventures it is. Got some people to contact, the rest of it I'll leave to your imagination.**
>
> **;)**

Golly Gee, Alan!

I wonder what you are hnting at...

Heh,
Gary

Col_Pladoh

Quote:

> *Originally posted by ScottGLXIX*
> **Dangerous Journeys was a system I was curious about for a long time, and I've recently started picking up and reading the books. It looks great so far. I'm really looking forward to starting a campaign.**
> **Gary, a question regarding the Necropolis adventure. It's such a large and detailed book. Was that written for the Mythus system from the beginning, or was it something that you had been working on prior to the development of Mythus and then converted?**
> **Scott**

The Necropolis adventure was written for Mythus alone. I began it after the core rules were completed;)

Cheers,
Gary

mythusmage

Quote:

> *Originally posted by Col_Pladoh*
>
> **Golly Gee, Alan!**
>
> **I wonder what you are hnting at...**

Heh,
Gary

If you're gonna ask me question, you'll have to start a whole new thread.:p

And since we're supposed to ask you questions; any possibility of an *LA Modern*?

Col_Pladoh

Quote:

> *Originally posted by mythusmage*
>
> **If you're gonna ask me question, you'll have to start a whole new thread.:p**
>
> **And since we're supposed to ask you questions; any possibility of an LA Modern?**

Ho-ho-ho!

Alan, it's your place to start a DJ thread, eh?

As for LA modern, a couple of the guys are developing material for their own campaigns, but the next official product in another genre will be the LEJENDARY ASTEROGUES Fantastical Science material...and I still haven't finished the campaign setting material... but the core rules are all ready to go.

Ciao,
Gary

Hadit

Quote:

> *Originally posted by Col_Pladoh*
>
> **Thanks Hadit:)**
>
> **That sounds like an excellent work for the reference library of all GMs and writers in the fantasy genre. I'll put it on my wish list! Does Trident have a website? I was wondering what the price tag is...**
>
> **Cheers,**
> **Gasr**

They do... http://www.tridentbooks.us/

I confess that I've suggested a book to you that appears to be out-of-print now (having just perused the website myself)... I apologize.
(My copy was a gift from a book publishing friend.)

There is a copy available on Ebay for around $120 the last I checked. (Yikes!)

Nevertheless, when reading the *Demonographia* I was struck by the similarites between the demon descriptions within and some of the descriptions of AD&D demons and devils.
Was the *Dictionnaire Infernal* an inspiration for you when writing that part of the Monster Manual?

Take care, Duglas

Show 20 post(s) from this thread on one page

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Col_Pladoh
Monday, 23rd June, 2003, 01:38 PM

Quote:

> *Originally posted by Hadit*
>
> **They do...** *http://www.tridentbooks.us/*
>
> *I confess that I've suggested a book to you that appears to be out-of-print now (having just perused the website myself)... I apologize. (My copy was a gift from a book publishing friend.)*
>
> *There is a copy available on Ebay for around $120 the last I checked. (Yikes!)*
>
> *Nevertheless, when reading the Demonographia I was struck by the similarites between the demon descriptions within and some of the descriptions of AD&D demons and devils.*
> *Was the Dictionnaire Infernal an inspiration for you when writing that part of the Monster Manual?*
>
> *Take care, Duglas*

Whoa!

Not likely I'll part with over $100 for the book.

The demon descriptions found in the AD&D works I did are strictly from my own imagination, and I have never seen *Demonographia*. Must be parallel creative description-illustrative rendering of the same envisaged looks.

Cheers,
Gary

Geoffrey
Monday, 23rd June, 2003, 04:20 PM

Mythusmage, you're intriguing me! Spill the beans, will ya? :)

ScottGLXIX
Monday, 23rd June, 2003, 07:21 PM

Yeah Mythus, spill the beans already. I'm currently in the process of tracking down copies of all of the DJ/Mythus material. I'd prefer a new set of Infinate Adventures books to the ok set of Dangerous Journeys/Mythus books I've been collecting.
I don't really know what's going on but, when Gary preferred Infinate Adventures, there was no Lejendary Adventures. Just something you might consider.
Scott

Joseph Elric Smith
Monday, 23rd June, 2003, 07:26 PM

YOu know the sell them in pdf right?
ken

Quote:

> *Originally posted by ScottGLXIX*
> *Yeah Mythus, spill the beans already. I'm currently in the process of tracking down copies of all of the DJ/Mythus material. I'd prefer a new set of Infinate Adventures books to the ok set of Dangerous Journeys/Mythus books I've been collecting.*
> *I don't really know what's going on but, when Gary preferred Infinate Adventures, there was no Lejendary Adventures. Just something you might consider.*
> *Scott*

ScottGLXIX
Monday, 23rd June, 2003, 09:29 PM

They sell some of them, and I have them, but I haven't seen the beastiary, Epic of Aerth, or Mythus Prime, and using a PDF in play is a pain in the arse.
Scott

Joseph Elric Smith
Monday, 23rd June, 2003, 09:32 PM

Oh I agree i use the PDF to supplement my books, and to make hand outs as I am the only one in my group with the rules.
ken

---

optimizer

Howdy!

Quote:

Originally posted by Joseph Elric Smith

Oh I agree i use the PDF to supplement my books, and to make hand outs as I am the only one in my group with the rules.
ken

I also like PDFs for the same reason. That is why I am willing to buy the old TSR ones, even though I have the books. Plus, I used to store them on my work laptop so I can access them on the road (in my previous job).

Mike

---

mythusmage

Quote:

Originally posted by Geoffrey
Mythusmage, you're intriguing me! Spill the beans, will ya? :)

I just got the floor clean, it aint gonna happen.:p

Besides, this is Gary's thread, and I haven't approached Wizards or Hasbro about it anyway.

If they do say yes, then comes the rewrite and expansion leading to PDF publication, which may lead to print. But all this is speculative right now, so don't get your hopes up.

Son_of_Thunder
An Alignment Question for ya EGG

Whew,

Page 10 before I found this.

Gary, I don't know if this has been asked before. My question is about the true neutral alignment. I believe I have the other alignments worked out in my head but I'm having trouble imagining the motivations or characteristics of someone of true neutral alignment.

How did you come up with the neutral alignment and; How do you represent someone with the alignment?

Thanks,

Son of Thunder

ColonelHardisson

Gary, I'm guessing you are, or were, a Ray Harryhausen fan. After watching many of his films over the past weekend on Turner Classic Movies, many of the critters in them seem to have wandered their way into D&D - the giant crab and giant bee, for two striking examples from Mysterious Island.

Col_Pladoh
Re: An Alignment Question for ya EGG

Quote:

Originally posted by Son_of_Thunder
Whew,

Page 10 before I found this.

Gary, I don't know if this has been asked before. My question is about the true neutral alignment. I believe I have the other alignments worked out in my head but I'm having trouble imagining the motivations or characteristics of someone of true neutral alignment.

How did you come up with the neutral alignment and; How do you represent someone with the alignment?

Thanks,

Son of Thunder

Heh....

I'd thought this thread had slipped even further back;)

The true neutral ethos is one that sees all as part of a whole. One must have evil to know good, disorder to know order, and so on. Looking at the cosmos as consiting of all permutations of that sort of opposition, the true neutral is convinced that these balancing forces are necessary for the whole to operate properly, allow people and nature and everything their freedom to be as they are meant to me--or opt to be.

In this light, if any one opposing force becomes too powerful, the whole system is threatened, so thus true neutral opposes the ascendency of law or chaos, good or evil. That is out of the harmony necessary in the cosmos.

Cheers,
Gary

Col_Pladoh
<div align="right">Thursday, 3rd July, 2003, 03:19 PM</div>

Quote:

Originally posted by ColonelHardisson
Gary, I'm guessing you are, or were, a Ray Harryhausen fan. After watching many of his films over the past weekend on Turner Classic Movies, many of the critters in them seem to have wandered their way into D&D - the giant crab and giant bee, for two striking examples from Mysterious Island.

Right, Colonel!

From my very early childhood I recall from the film THIEF OF BAGHDAD (I think), where Sindbad was swinging on a line from a giant spider's web, fighting it, sending it falling into a deep pit in which octopi were waiting to devour it. Don't know if that oldie was Harryhausen's work, but his skeletons were indeed what I visualized for the D&D monster of that name. Ray did some very good work using the technology available then.

The old film that holds up the best IMo is the original KING KONG, though. What a great movie that was!

Cheers,
Gary

Flexor the Mighty!
<div align="right">Thursday, 3rd July, 2003, 03:35 PM</div>

Hello Gary!

Has Iggwilv ever been stated out in AD&D terms? If not what would you imagine her classes and levels to be? She must have been a 25th level magic user at least.

D'karr
<div align="right">Thursday, 3rd July, 2003, 03:35 PM</div>

Well then you must take a look at this wonderful tribute to the master.

Tribute to Ray Harryhausen

You will need sound to get the whole jest.

Col_Pladoh
<div align="right">Thursday, 3rd July, 2003, 03:50 PM</div>

Quote:

Originally posted by Flexor the Mighty!
Hello Gary!

Has Iggwilv ever been stated out in AD&D terms? If not what would you imagine her classes and levels to be? She must have been a 25th level magic user at least.

From my perspective, Iggwilv is a deital figure, a demi-goddess in rank, and with capacities in some areas, malign magic especially, more akin to those of a lesser deity. In that regard I'd rate her level more in the 30s.

Cheers,
Gary

Col_Pladoh
<div align="right">Thursday, 3rd July, 2003, 03:52 PM</div>

Quote:

Originally posted by D'karr
Well then you must take a look at this wonderful tribute to the master.

That's not a bad bit of animation, but they should have pointed the skeletion minis rather than leaving them bare metal;)

Gary

Son_of_Thunder

Alignment Revisited

Ok Gary,

While I can intellectually accept your reply, I have trouble internalizing it.

I've pondered your reply but as yet has not made sense to me. Take for example a gnome wizard we had in a high level game. He gave his alignment as true neutral, we were in 'A Paladin in Hell' by Monte Cook. We were facing some demons and winning. Now the player of the gnome says that he's going to join the side of the demons because it is unbalanced. His statement was met by incredulity around the table and if he would of went through with it he would of had five high level PC's attacking him.

The true neutral seems a self destructive life to me. Does the character believe in anything? Does he do good and then do evil to balance it out? It seems to me that one or the other would effect the soul to which one it truly likes to do.

I don't know, maybe I'm rambling but take a true neutral fighter, for example. What does he believe in? What motivates him?

Son of Thunder

ColonelHardisson

> Quote:
>
> *Originally posted by Col_Pladoh*
>
> ***Right, Colonel!***
>
> ***From my very early childhood I recall from the film THIEF OF BAGHDAD (I think), where Sindbad was swinging on a line from a giant spider's web, fighting it, sending it falling into a deep pit in which octopi were waiting to devour it. Don't know if that oldie was Harryhausen's work, but his skeletons were indeed what I visualized for the D&D monster of that name. Ray did some very good work using the technology available then.***
>
> ***The old film that holds up the best IMo is the original KING KONG, though. What a great movie that was!***
>
> ***Cheers,***
> ***Gary***

King Kong was done by Willis O'Brien, who was later Harryhausen's mentor and collaborator. Both Harryhausen and O'Brien (Obie, for short) appear as major characters in Greg Bear's wonderful book *Dinosaur Summer*, set in 1948 in a world where A.C. Doyle's Professor Challenger really lived, and really did find the Lost World. Anyway, Harryhausen worked on the effects for *Mighty Joe Young*, and worked with O'Brien on that film.

The Thief of Bagdad's, from 1940, might be the film you're thinking of. The effects, which were groundbreaking at the time, were done by Lawrence W. Butler and Tom Howard. The former worked on the effects on films such as *Things to Come*, as well as films whose effects were more subtle, such as *Casablanca*. The latter worked on many films also, such as 1963's *The Haunting*, and apparently was photographic effects supervisor on *2001*. In addition, some of the matte paintings were done by Peter Ellenshaw, who is a famous matte painter - he worked on films like *20,000 Leagues Under the Sea* and *The Black Hole*, and is the father of Harrison Ellenshaw, who did matte painting for many films, perhaps most especially *Star Wars*, but also worked on *The Black Hole* with his dad, and continues to work today.

I knew a lot of this stuff, but not all of it; I found the details over at IMDB.com.

Phebius

Read...entirety...of...all...three...threads

eyes....hurting...

ahem.

Hello Gary.
:D

I'm looking foreward to seeing you at the convention in Milwaukee next month (Whose name I am too frazzled to remember at the moment. Stupid third shift jobs.) As is my 12-year old stepson, Alex, who dug up the character sheet of his first OD&D character, that he is hoping you will autograph.

I have no question except, will you say something nice to me on my birthday. (Today) :cool:

Regards,

Col_Pladoh

Thursday, 3rd July, 2003, 05:06 PM

Re: Alignment Revisited

Quote:

> *Originally posted by Son_of_Thunder*
> **Ok Gary,**
>
> **While I can intellectually accept your reply, I have trouble internalizing it.**
>
> **I've pondered your reply but as yet has not made sense to me. Take for example a gnome wizard we had in a high level game. He gave his alignment as true neutral, we were in 'A Paladin in Hell' by Monte Cook. We were facing some demons and winning. Now the player of the gnome says that he's going to join the side of the demons because it is unbalanced. His statement was met by incredulity around the table and if he would of went through with it he would of had five high level PC's attacking him.**
>
> **The true neutral seems a self destructive life to me. Does the character believe in anything? Does he do good and then do evil to balance it out? It seems to me that one or the other would effect the soul to which one it truly likes to do.**
>
> **I don't know, maybe I'm rambling but take a true neutral fighter, for example. What does he believe in? What motivates him?**
>
> **Son of Thunder**

Pardon me for saying so, but the play of the gnome PC was simply a sorry example of bending alignment information to suit a particular. disruptive, purpose IMO. The example isn't logical for someone believing in balance, as the party was in the midst of LE foes, and the gnome was supposedly a member of that group. A victory for them would hardly unbalance the cosmos... He was unbalancing things, not seeking to level the matter.

What that character could have done was to ally with a team of LE PCs bent on stopping the Good one. That would have been seeking a balance.

The TN character believes in the cosmos as a whole entity, one with many aspects, all of which are necessary to life and that which is greater. Perhaps Zen Buddahism is near to that concept.

Think of a world without contrasts, no loght and dark, joy and sorrow, etc. Each specific alignment would remove many of the contrasts that oppose their ethical viewpoint. the TN character does not want that to happen;)

What I really wonder is how the other party members knew that the gnome was a TN individual, as alignment is not meant to be announced. for characters it was a guideline for roleplay and a measure for the DM to use when judging the PCs actions.

Cheers,
Gary

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All times are GMT +1. The time now is 03:39 PM.

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Col_Pladoh

Thursday, 3rd July, 2003, 05:10 PM

Hi ColonelHardisson!

Well, that takes me to school on the matter of special effects;)

Those we see today are soo good that they are hard to distinguish from reality, and no suspension of disbelief is necessary to accept them. the cinema has made a quantum jump with computer technology, has it not?

Cheers,
Gary

Col_Pladoh

Thursday, 3rd July, 2003, 05:17 PM

Quote:

> *Originally posted by Phebius*
> **Read...entirety...of...all...three...threads**
>
> **eyes....hurting...**
>
> **ahem.**
>
> **Hello Gary.**
> **:D**
>
> **I'm looking foreward to seeing you at the convention in Milwaukee next month (Whose name I am too frazzled to remember at the moment. Stupid third shift jobs.) As is my 12-year old stepson, Alex, who dug up the character sheet of his first OD&D character, that he is hoping you will autograph.**
>
> **I have no question except, will you say something nice to me on my birthday. (Today) :cool:**
>
> **Regards,**

Happy Birthday, Phebius!

My own comes in about three weeks, the 27th.

Do make sure to stop and speak with me at MILWAUKEE GAMEFEST. I'll be at the Hekaforge booth a good deal, as will likely be my yongest son Alex, soon 17, who I hope to conscript as the LEJENDARY ADVENTURE Game demo guy;) Of course I hope to see you at the OAD&D tournament final...

Cheers,
Gary

Phebius

Thursday, 3rd July, 2003, 05:21 PM

Holy Synchonicity, Batman. The stepson in question's name is Alex and his mother's birthday is on the 27th.

Weird.

You couldn't keep Alex and I away from the OD&D tourney. :D

Son_of_Thunder

Thursday, 3rd July, 2003, 05:30 PM

Light Goes ON!

Thanks Gary,

I believe I now begin to understand what motivates a TN character. Thanks for the responses.

Son of Thunder

BOZ

Thursday, 3rd July, 2003, 07:52 PM

Quote:

> *Originally posted by Col_Pladoh*

Happy Birthday, Phebius!

My own comes in about three weeks, the 27th.

!!

we'll have to have a birthday party in your honor on the last day of gencon, in that case. ;)

Col_Pladoh

Quote:

Originally posted by BOZ

!!

we'll have to have a birthday party in your honor on the last day of gencon, in that case. ;)

Thanks Boz!

I plan to be here in Lake Geneva. There's a place that sells quail in Janesville, so my birthday anniversary dinner will have them on the menu, along with some lemon merangue pie for dessert. In honor of the 65th I plan to open and have at least one big snifter of 75-year-old Armagnac and a Cuban cigar. Been saving the bottle for over 15 years. Seems better to drink it than save it for my wake, eh?

Cheerio,
Gary

ColonelHardisson

Quote:

Originally posted by Col_Pladoh
Hi ColonelHardisson!

Well, that takes me to school on the matter of special effects;)

Those we see today are soo good that they are hard to distinguish from reality, and no suspension of disbelief is necessary to accept them. the cinema has made a quantum jump with computer technology, has it not?

Cheers,
Gary

Yep, and there seems to be no end in sight. Still, film FX from before the digital age has a certain "feel" to it, as though you can see the hand, so to speak, of the person doing the FX wizardry. It's very similar to the difference between digital animation like that from films like *Toy Story* or *Shrek* and hand-drawn animation like that of Disney in films like *Snow White* or even fairly recent films like *Aladdin*, or Warner Bros.' Looney Toons. I don't think either is superior to the other, and both have strengths. I'd bet we'll see a revival, of sorts, of Harryhausen-style FX sometime in the future. A glimpse of this was *The Nightmare Before Christmas* some years back.

Anyway, I don't want to hijack the thread any more than I have. One of these days I'll write a book on it ;)

Col_Pladoh

Well, Colonel Suh...

Somehow I don't see the analogy between SFX and animation, but right you are. This isn't a good place to discuss the topic.

I must say, though that Dieter Sturm, a former TSR employee, won an Oscar for his SFX snow.. Dieter is still in this area, but he travels about with a big semi ;)

Cheers,
Gary

ColonelHardisson

Quote:

Originally posted by Col_Pladoh
Well, Colonel Suh...

Somehow I don't see the analogy between SFX and animation, but right you are. This isn't a good place to discuss the topic.

Just a quick note to clarify my analogy. SFX and animation were done originally by very meticulous "hands-on" methods - the creation of models, the painting of individual cels, etc. CGI has done away with the need for these methods, not entirely, but increasingly so. For the moment, non-CGI work has a "weight" or "feel" to it CGI has not quite been able to match. Of course, that's just my own subjective view of it. I love CGI, by the way, so don't mistake me for a cinematic Luddite ;)

AmerginLiath

As a guy who got exposed to my older brother's 1st edition AD&D books as a youth and has been a crazy D&D fanatic ever since, its great to see you here, O' Creator! :D

I apologize if I'm asking a question from an earlier thread, but (since you made some mention of your reactions to FORGOTTEN REALMS' release) what were your thoughts on the release of my perrenial favorite, DRAGONLANCE? Especially regarding the changes to the races and such in the new setting when it came out?

Also, what's your thoughts on the current crop of 3rd edition books sporting old-school titles? First MONSTER MANUAL (and MONSTER MANUAL 2!), then MANUAL OF THE PLANES, ORIENTAL ADVENTURES, FIEND FOLIO and the others. I'm eagerly awaiting the eventual WILDERNESS SURVIVAL GUIDE and DUNGEONEER'S SURVIVAL GUIDE! :p

(BTW, to this day, I still crack open the old UNEARTHED ARCANA and, my personal favorite, the original ORIENTAL ADVENTURES from time to time to read, and love to spring what original modules my brother had on my unsuspecting players, most of whom started with 2nd edition...

MerricB

G'day Gary!

How popular was the *haste* spell in your games?

It has been recently pointed out to me that, by the OAD&D rules, a recipient of it not only ages 1 year, but also must make a System Shock roll or die due to this aging.

Ouch! :eek:

Did you play it in such a manner? Or did the PCs quickly discover other less-risky spells? :)

Cheers!

Geoffrey

Gary, good ol' Merric here recently told me that in your AD&D campaign, you didn't always require player characters to train in order to gain a level (as required by the DMG). How often did you allow PCs to go up a level simply because they earned enough XPs to do so? In what circumstances did you require 1-4 weeks of training in addition to the XPs?

--Geof, who is impatiently awaiting the HALL OF MANY PANES module. :)

Col_Pladoh

Quote:

> *Originally posted by ColonelHardisson*
>
> **Just a quick note to clarify my analogy. SFX and animation were done originally by very meticulous "hands-on" methods - the creation of models, the painting of individual cels, etc. CGI has done away with the need for these methods, not entirely, but increasingly so. For the moment, non-CGI work has a "weight" or "feel" to it CGI has not quite been able to match. Of course, that's just my own subjective view of it. I love CGI, by the way, so don't mistake me for a cinematic Luddite ;)**

Happy 4th of July!

From my perspective--and I have pretty poor eyesight--the current CGI SFX material is so good I have to remind myself it isn't real. that;s quite the opposite of my viewing of the old stop-motion stuff;) CGi has for the first time made it possible to do believable fantasy films and like productions from Jurassic Park and the "Harry Potter" movies to the LotR ones.

Cheers,
Gary

Col_Pladoh

Quote:

Thanks for your comments and questions:)

As I was playing and creating solely on the basis of the rules and the World og Greyhawk campaign setting, my view of all other settings was strictly from a business perspective. I was pleased that the DL material sold so well, disliked the changes and the lack or true role-playing presented in the forced-conclusion modules.

As for the remakes and re-use of old materials and titles, it is a matter that gives me considerable satisfaction, of course :eek:

Three cheers for the Red, White & Blue,
Gary

Col_Pladoh
Friday, 4th July, 2003, 04:39 PM

Quote:

> *Originally posted by MerricB*
> **G'day Gary!**
>
> **How popular was the haste spell in your games?**
>
> **It has been recently pointed out to me that, by the OAD&D rules, a recipient of it not only ages 1 year, but also must make a System Shock roll or die due to this aging.**
>
> **Ouch! :eek:**
>
> **Did you play it in such a manner? Or did the PCs quickly discover other less-risky spells? :)**
>
> **Cheers!**

Hoi Merric!

Too popular until "fixed." The Haste spell, along with Speed potion consumption, was the subject of considerable abuse in not only my camopaign but in many others. Thus the strictures added to the spell.

Most persons getting hasted were fighters with good constitution scores, so the system shock was not all that tough a challenge. Elf and dwarf fighters didn't care about the aging effect either. so the added demands didn't do more than cut the abuse by around 90%;)

Cheers,
Gary

Col_Pladoh
Friday, 4th July, 2003, 04:44 PM

Quote:

> *Originally posted by Geoffrey*
> **Gary, good ol' Merric here recently told me that in your AD&D campaign, you didn't always require player characters to train in order to gain a level (as required by the DMG). How often did you allow PCs to go up a level simply because they earned enough XPs to do so? In what circumstances did you require 1-4 weeks of training in addition to the XPs?**
>
> **--Geof, who is impatiently awaiting the HALL OF MANY PANES module. :)**

Independence Day Greetings, Geoffrey!

When the PCS gained their XPs mainly through adventuring, active combat, spell-use, thieving, exploration and the like I didn't usually require any extensive training, often allowing them to assume they trained "on the job," so as to goin a level immediately.

Only when an adventure brought a great windfall of XPs so as to make a sudden jump in level possible did I demand that the PCs stop adventuring and find mentors to train them. That happened about once every three or four level gains even with my best players.

Above a certain level, say 15th or so, who is around to train such PCs. In that case an enforced period of self-study was directed for the PCs in question.

Cheers,
Gary

Cias the Noble
Saturday, 5th July, 2003, 10:24 PM

Wow, this is great!! First I want to thank you, Mr. Gygax, for taking the time to answer our questions; not many people who build a fan base actually take the time to talk with them one-on-one on a regular basis!! :) :) :)

I have some questions about AD&D and was hoping you would answer a few of them (I have many questions, but for the sake of time and space I am only posting a few right now). These are all of those nit-picky questions about the rules that perfectionists like myself just have to ask.

1. In your opinion, should human fighters be able to change into the cavalier class or vice a versa? What about their respective subclasses?

2. The Monster Manual seems to indicate that dwarves, gnomes, and halflings have a lower base movement rate than their human counterparts (even after armor considerations) but the PHB and DMG say nothing of this. Was this the original intent?

3. Page 101-102 of the PHB states the effects of encumbrance, but leaves the description rather vague. I believe this was done intentionally to allow the DM to allocate such situations as he or she saw fit, but I was wondering if you have any examples of how the effects of encumbrance besides reduced movement and *slowing* (if any) should be handled?

4. I have noticed in the PHB that composite long bows have a shorter range (for short or medium range, but the same long range) and worse armor class "to hit" adjustments than regular long bows (in reality composite bows are MUCH better than regular bows). In fact the only benefit that I can see to using a composite long bow over a regular long bow is that the composite variety weighs 80 g.p. instead of 100 g.p. Is there a reason the composite long bows seem to be inferior?

5. How do you handle the attack/saving throw rolls for dual-classed humans? I know the Oriental Adventures book said that a dual-classed human always uses the best table, but the earlier books do not mention anything about this; I am coming to realize that some of the later AD&D books deviated from your original intent for the game on some issues. On a related note, when a dual-classed or multi-classed fighter/thief attempts a backstab, do you roll on the thief attack matrix or the fighters? Is the character restricted to using only weapons allowed to thieves when backstabbing?

ScottGLXIX
Saturday, 5th July, 2003, 10:41 PM

With the "winging it' style of DMing you were fond of, how set were the encounters in the Greyhawk dungeons? Would you adjust an encounter's strength based on the party's strength? When Robilar was creeping around by himself, would the encounters he faced be the same that a party of six or moe would face?
Scott

ColonelHardisson
Sunday, 6th July, 2003, 04:40 AM

> Quote:
>
> *Originally posted by Col_Pladoh*
>
> **Happy 4th of July!**
>
> **From my perspective--and I have pretty poor eyesight--the current CGI SFX material is so good I have to remind myself it isn't real. that;s quite the opposite of my viewing of the old stop-motion stuff;) CGi has for the first time made it possible to do believable fantasy films and like productions from Jurassic Park and the "Harry Potter" movies to the LotR ones.**
>
> **Cheers,**
> **Gary**

I guess what I'm getting at is that photorealism doesn't always ensure that something will look "right" or "good" to an audience. The stop-motion stuff has a certain look or "feel" to it that evokes its own ambience. It lends a surreal quality that some people like because it creates an atmosphere of a different world. Again, *The Nightmare Before Christmas* is a good example, but so is Harryhausen's work on the first Sinbad movie, especially the skeletons. I guess it's along the lines of how some people love, say, Impressionist art as opposed to more realistic styles.

All that said, I totally agree with you about the increasingly realistic nature of CGI. For the first time in film history, the SFX have begun to catch up with the fantasy and comic genres. SciFi, Fantasy, and the Comic Book genres benefit the most from this, because now the suspension of disbelief is much easier.

On a related note, wouldn't it be cool if someone could produce a Conan film which looked, essentially, like all of Frazetta's paintings given animation? The same depth, the same detail, but actually moving? It wouldn't look realistic, exactly, but it would look fantastic. I think CGI would be the way to do it, which would help illustrate the technology could be used to do even more astounding things than even making the impossible look real.

Now, I just need a studio to run...

Col_Pladoh
Sunday, 6th July, 2003, 03:20 PM

> Quote:
>
> *Originally posted by Cias the Noble*
> **Wow, this is great!! First I want to thank you, Mr. Gygax, for taking the time to answer our questions; not many people who build a fan base actually take the time to talk with them one-on-one on a regular basis!! :) :) :)**
>
> **I have some questions about AD&D and was hoping you would answer a few of them (I have many questions, but for the sake of time and space I am only posting a few right now). These are all of those nit-picky questions about the rules that perfectionists like myself just have to ask.**

Thanks, and okay, although I am not much for rules lawyering;)

> Quote:
>
> **1. In your opinion, should human fighters be able to change into the cavalier class or vice a versa? What about their respective subclasses?**

A human fighter of cavalier should be able to switch to the other class. Not sub-classes in either regard. A cavalier is a knightly sort of figure, so a fighter might become one and vice versa.

> Quote:
>
> **2. The Monster Manual seems to indicate that dwarves, gnomes, and halflings have a lower base movement rate than their human**

counterparts (even after armor considerations) but the PHB and DMG say nothing of this. Was this the original intent?

Base movement rate for demi-humans is that shown for the race in the MM, and it was always used for such PCs in all the game material I did-- my own campaign and in modules printed.

> Quote:
>
> **3. Page 101-102 of the PHB states the effects of encumbrance, but leaves the description rather vague. I believe this was done intentionally to allow the DM to allocate such situations as he or she saw fit, but I was wondering if you have any examples of how the effects of encumbrance besides reduced movement and slowing (if any) should be handled?**

That sort of adjustment was left strictly to the DM managing the play. there are far too many variables to allow any easy rule of thumb, so the approach you noted was given. A PC carrying more than about 25% of his body weight, as adjusted by Strength, should be penalized in movement and reaction. Bulky materials that are light weight also have the same effect.

That's about all I care to offer in this regard, but I had many a PC moving along at half movement rate in my games...until they decided to be more practical. One player with a dwarf character was shamed when I described him as a mound of equipment with little feel poking out of the stack, and a helmet capping the pile. Much of the extraneous material was then dumped by that PC.

> Quote:
>
> **4. I have noticed in the PHB that composite long bows have a shorter range (for short or medium range, but the same long range) and worse armor class "to hit" adjustments than regular long bows (in reality composite bows are MUCH better than regular bows). In fact the only benefit that I can see to using a composite long bow over a regular long bow is that the composite variety weighs 80 g.p. instead of 100 g.p. Is there a reason the composite long bows seem to be inferior?**

Composite bows of laminate horn, sinue, etc. are assumed to have a high velocity over a shorter range, thus the shorter initial ranges. They employ lighter arrows than do long self bows. From my reading they were inferior to the long self bow, just as the stats indicate. This is a judgement call, of course;)

> Quote:
>
> **5. How do you handle the attack/saving throw rolls for dual-classed humans? I know the Oriental Adventures book said that a dual-classed human always uses the best table, but the earlier books do not mention anything about this; I am coming to realize that some of the later AD&D books deviated from your original intent for the game on some issues. On a related note, when a dual-classed or multi-classed fighter/thief attempts a backstab, do you roll on the thief attack matrix or the fighters? Is the character restricted to using only weapons allowed to thieves when backstabbing?**

I always allowed the most favorable saving throw number for dual/multu-classed PCs, just as is indicated in the OA book.

When a PC is acting in a way specific to one of his classes, the backstab you note being specific to the thief class, then the attack would be as a thief backstabbing. the multi-classed fighter-thief can use all the weapos of both classes, but class specific actions performed might well be hindered or impossible if such weapons (or armor) normally excluded are there to interfere with them. For example, a dagger or short sword is about all that can be used when backstabbing, nit a long sword, as one needs to be up close and aim. attack unnoticed.

Cheers,
Gary

Col_Pladoh

Sunday, 6th July, 2003, 03:29 PM

> Quote:
>
> *Originally posted by ScottGLXIX*
> **With the "winging it' style of DMing you were fond of, how set were the encounters in the Greyhawk dungeons? Would you adjust an encounter's strength based on the party's strength? When Robilar was creeping around by himself, would the encounters he faced be the same that a party of six or moe would face?**
> **Scott**

You have it, amigo:)

Encounters named only something like "9-16 gnolls," in an area. If it was a big party of PCs entering I'd make that 16 gnolls and have some sort of leader or leaders with them. If only a few characters of low level were exploring and entered the place they might encounter only 9 of those critters.

Robilar sallied forth alone only after he was at 9th level or above. By then he had +3 armor and shield, a +3 sword, and amongst his magical equippage a girdle of storm giant strength. So in tha above example the gnolls would likely be the guards of an Evil Pigh Priest.

As a matter of fact, Robilar did run into such a group, and the gnoll guards flanking the EHP managed to score a 20 and hit him virtually every round of combat. He finally managed to defeat the foe, but Robilar was about one solid hit from death when he wiped out the last of his adversaries.

Cheers,
Gary

Col_Pladoh

Sunday, 6th July, 2003, 03:39 PM

Greetings ColonelHardisson:)

Well, no question that I am one of those who loved Impressionism in art, even some of the Post-Impressionist work. When it comes to the cinems, though, most SFX are not seen in "art" films, but rather in action-adventure ones, and the CGI does, as you note, facilitate the suspension of disbelief. I fond that particularly true in regards the dinosaurs in Jurassic Park...aside from the totally incredible abilities allowed to the velociraptors. Nature isn't so profligate in its advantages as was suggested in that picture--high intelligence, communication, pack hunting, prehensile forelimbs, planmning, and steel-cutting teeth.

I agree about a Conan film as you suggest. Arnie could never play that role as REH described Conan, of course;)

cheers,
Gary

ScottGLXIX

Sunday, 6th July, 2003, 05:57 PM

Here's one that's been bothering me for a long time. In your original conception of the Temple of Elemental Evil, was Zuggtmoy the big baddie, or did you come up with her as a replacement for Lolth after Q1 was released and you were forced to rethink her involvement?
Ciao,
Scott

Col_Pladoh

Sunday, 6th July, 2003, 08:39 PM

> Quote:
>
> *Originally posted by ScottGLXIX*
> **Here's one that's been bothering me for a long time. In your original conception of the Temple of Elemental Evil, was Zuggtmoy the big baddie, or did you come up with her as a replacement for Lolth after Q1 was released and you were forced to rethink her involvement?**
> **Ciao,**
> **Scott**

Close to the mark there Scott. when Dave Sutherland did the Q1 as it was, and Brian okayed it, I was rather stuck. Lolth was supposed to be in there, and in the depths the prison of the Elder Elemental God. I had my hands full with the management of the D&D Entertainment Copr. out on the West Coast, so I couldn't get to the copmpletion of the ToEE. That;s when Frank Mentzer took a hand and filled in the lower levels that I hadn't detailed. That's why they ended where they did instrad of proceeding downwards more to where the EEG's area was going to be.

Cheers,
Gary

ScottGLXIX

Tuesday, 8th July, 2003, 10:19 AM

Gary, you know when Gene Weigel and me start discussing Greyhawk, it's bad news for you. Recently, we've been involved in a rather serious discussion on the ToEE. Anyone curious can check it out here: http://empiregames.proboards12.com/i...num=1055713181
Gene recently pointed something out that I never noticed, nor have I ever seen the connection discussed before. At the end of D3, the party can end up with the "egg". "In the egg are an iron pyramid, a silver sphere, a bronze star of eight points, and a cube of pale blue crystal." The pyramid, sphere, eight-pointed star, and cube evolved into the triangle, circle, eight-pointed star, and square from the ToEE correct? Did you intend the items in the egg to be associated with the elements as they turned out being in the ToEE?
Scott
P.S. I owe you another blue bottle at Game Fest.

Col_Pladoh

Tuesday, 8th July, 2003, 01:20 PM

Quote:

> *Originally posted by ScottGLXIX*
> **Gary, you know when Gene Weigel and me start discussing Greyhawk, it's bad news for you. Recently, we've been involved in a rather serious discussion on the ToEE. Anyone curious can check it out here: http://empiregames.proboards12.com/i...num=1055713181**
> **Gene recently pointed something out that I never noticed, nor have I ever seen the connection discussed before. At the end of D3, the party can end up with the "egg". "In the egg are an iron pyramid, a silver sphere, a bronze star of eight points, and a cube of pale blue crystal." The pyramid, sphere, eight-pointed star, and cube evolved into the triangle, circle, eight-pointed star, and square from the ToEE correct? Did you intend the items in the egg to be associated with the elements as they turned out being in the ToEE?**
> **Scott**
> **P.S. I owe you another blue bottle at Game Fest.**

Well, Scott...

When I wrote an adventure I always tried to put in a few disguised hooks for later exploitation, or not, as the creative muse moved me.

As you note, the shapes were repeated in the ToEE as I did intend to tie the latter into the series. Lolth was to be connected to the temple, she the key to activation of that which would remove the imprisoning bonds from the Elder Elemental God. Of course that would have been by unintended consequences of her actions when the PCs discovered her.

Hoiw it was all to operate was something I never did get fleshed out. This was to happen in the lower levels of the temple, the development of which I never got around to because of my work out on the West Coast. Spending time trying to get a D&D-based film and like projects going took precedence over paper game material creation until the very end when I came back to Wisconsin to bail TSR out of its near-bankrupy position.

Sad memories, those :rolleyes:

Gary

Phebius

Tuesday, 8th July, 2003, 02:06 PM

Good Morning, sir. :)

I was reading Artifact of Evil last night at work. (Don't tell my boss ;)) and noticed a line about the circle of 8. I've heard that the TSR and later WOTC membership of the Circle were not the same as the Circle in your campaign. In the book, Bigby was the only member mentioned by name (Unless Melf was a member) So, who were the others? Was it a rotating membership? Did people enter and leave on a regulay basis? And did the members have to be magic-users? Sorry that my Greyhawk knowledge is on the fritz.

And did you happen to ever visit this site It pokes a bit of fun at some of the aspects of old school D&D in a good natured way. I think you'll enjoy it if you get the chance.

Col_Pladoh

Tuesday, 8th July, 2003, 03:24 PM

Quote:

> *Originally posted by Phebius*
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> **I was reading Artifact of Evil last night at work. (Don't tell my boss ;)) and noticed a line about the circle of 8. I've heard that the TSR and later WOTC membership of the Circle were not the same as the Circle in your campaign. In the book, Bigby was the only member mentioned by name (Unless Melf was a member) So, who were the others? Was it a rotating membership? Did people enter and leave on a regulay basis? And did the members have to be magic-users? Sorry that my Greyhawk knowledge is on the fritz.**

The Obsidian Citadel and its Circle of Eight wasoriginal to my own campaign. When Mordenkainen was at a level I considered too high for normal adventuring, I used the money he and his associates had amassed to construct the siad fortress. The members of the 'Circle were Mordenkainen and his associates--others of my PCs. The latter included Bigby, Yrag the fighter, Rigby the cleric, Zigby the Dwarf, the Elves Vram and Vin, and Felnorith as principles. A number of lesser PCs were associated.

Quote:

> **And did you happen to ever visit this site It pokes a bit of fun at some of the aspects of old school D&D in a good natured way. I think you'll enjoy it if you get the chance.**

First time I've seen that website. From what I noted there, it was only someone with too much time on their hands critiquing in attempted humorous manner some of the AD&D monsters. What did I miss?

Whines about "old school" do amuse me, for all the "classics" that were best-sellers, action adventure material, are now being used for spin-off

modules and as the bases for CRPGs are mainly of that "school," not the touchy-feely stuff "state of the art, sophisticated" ones that gather dust on FLGS shelves;)

Cheers,
Gary

Cias the Noble

Greetings, Col_Pladoh. I now have some questions about the Unearthed Arcana. You may have been asked some of these questions a thousand times and, if you wish, please feel free to direct me to where I can find any previous answers you may have given.

Many people feel that the new material given in the Unearthed Arcana was "unbalanced" or that it gave too much power to certain races/classes. I have also come to understand (and please correct me if I am wrong) that the production of the UA was rushed and many of the rules were not properly play-tested. What rules (if any) from the UA would you remove and/or change, especially regarding the following:

1) Racial level limits. The tables in the UA seem a bit complex and I've always wondered, if your revision had ever been released, if this would have changed.

2) What, if any, changes would you make to the Cavalier and Barbarian classes?

3) Weapon specialization seems like a great feature that adds variety to the fighter class, but it is also accused of being overly powerful (esp. double specialization and bow specialization). Any changes here?

4) From reading the UA, I concluded that the option allowing magic-users to cast spells directly from their spell books was added with reluctance, and the rules given in the UA essentially allow magic-users of low level to make "cheap" scrolls. Do you feel that this should still be an "official" optional rule, and if so would you alter it's form?

JeffB

Hello Mr. Gygax,

I'm curious if you still have any relationships/contact with m/any of the ex TSR staffers? (besides Rob)..people like Jim Ward, "Zeb" Cook, Dave Sutherland, Tom Moldvay, Jeff Dee, Allen Hammack, Lawrence Schick, etc. ..many of the folks who contributed to /worked during (what I consider) TSR's "glory days" (at least as far as product quality goes, I realize now what tough times there were).

Col_Pladoh

Quote:

> *Originally posted by Cias the Noble*
> ***Greetings, Col_Pladoh. I now have some questions about the Unearthed Arcana. You may have been asked some of these questions a thousand times and, if you wish, please feel free to direct me to where I can find any previous answers you may have given.***
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>
> ***1) Racial level limits. The tables in the UA seem a bit complex and I've always wondered, if your revision had ever been released, if this would have changed.***

Not that any of this matters really, but here are my answers. Note that musch of the material in UA had previously been published in Dragon magazine, then cleaned up and expanded a bit for the book.

Can't say if time would have changed my take on racial limits, but I doubt it, as I assumed a human-based and rules world setting for the AD&D game. The limits printed in the UA book had been in play for at least a yearm and we had no trouble with them.

Quote:

> ***2) What, if any, changes would you make to the Cavalier and Barbarian classes?***

None I can think of off hand. I might have raised the qualifying stats a bit, but for the class abilities, no.

Quote:

> ***3) Weapon specialization seems like a great feature that adds variety to the fighter class, but it is also accused of being overly powerful (esp. double specialization and bow specialization). Any changes here?***

Too powerful? Sounds like a mage-lover's whine (as are most complaints about the barbarian class). Without the restrictions of 2E placed on magic, the changes affecting fighters and their ilk were simply things that brought them more on a par with spell-casters. As for archery being too potent with doule specialization, hey! Real arrows can and did kill, were deadly, so why not?

Quote:

> ***4) From reading the UA, I concluded that the option allowing magic-users to cast spells directly from their spell books was added with reluctance, and the rules given in the UA essentially allow magic-users of low level to make "cheap" scrolls. Do you feel that this should still be an "official" optional rule, and if so would you alter it's form?***

Optional rules are for the DM to decide in regards to use in his campaign. I was not averse to allowing casting from a spell book, as it is not cheap. Replacing one should be a major undertaking. The only character willing to use that expedient should be one in extremis, or else the campaign is being run too generously by the DM. When the spell is gone from the book, it can't be read and re-learned. Creating traveling spell books takes time and effort, money when the proper blank book is located in which to scribe the spells.

Cheers,
Gary

Col_Pladoh

Quote:

Originally posted by JeffB
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No, I don't see any of those individuals. Haven't been in contact with Rob in about six months--that's when he moved and went off line.

Jim Ward is not far off, in Elkhorn, but he is busy, and so I don't get a chance to speak with him often let alone play in his campaign--which I would enjoy.

Frank Mentzer is way up north in Minoqua, Wisconsin where he assists his wife run a really excellent bakery;) I haven't been up there for almost two years now, but maybe this fall.

That's it.

Cheers,
Gary

JeffB

Quote:

Originally posted by Col_Pladoh

No, I don't see any of those individuals. Haven't been in contact with Rob in about six months--that's when he moved and went off line.

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That's it.

Cheers,
Gary

Gary, thanks for answering my questions, though your answers sparked a couple of new ones, if you do not mind. :)

1) Jim as the man behind FFE has a fairly poor rep here @ EnWorld. Many folks not only have problems w/ FFE's lack of understanding for D20 rules, but many also disdain the higher than average "power level' and emphasis on story/fluff elements (personally I like the FFE products, warts and all). I would assume Jim's gaming style in his home games would flow with that high power, story heavy theme. I get the impression that style of gaming is not exactly your cup of tea so to speak. Would you care to comment?

2) Are there any of the people I mentioned that you have not had contact w/ in many years that you would like to get together with and BS, or play a game with? IOW, who were some of the folks you really enjoyed working and/or gaming w/ at TSR who seemingly have dropped off the face of the earth? (so to speak). Not Rob, Frank, and Jim, but some of the others (if any).

Thank you again. :)

green slime

Hi Gary!

I've always enjoyed the Scarlet Brotherhood, and the area they inhabit. What occured in your campaign there? Where they always monks? What conspiracies where they involved in?

Thanks!

Col_Pladoh

Quote:

Originally posted by JeffB

Gary, thanks for answering my questions, though your answers sparked a couple of new ones, if you do not mind. :)

1) Jim as the man behind FFE has a fairly poor rep here @ EnWorld. Many folks not only have problems w/ FFE's lack of understanding for D20 rules, but many also disdain the higher than average "power level" and emphasis on story/fluff elements (personally I like the FFE products, warts and all). I would assume Jim's gaming style in his home games would flow with that high power, story heavy theme. I get the impression that style of gaming is not exactly your cup of tea so to speak. Would you care to comment?

No question about it, I am a big fan of the METAMORPHOSIS ALPHA game, and that was what I was mainly referring to when I spoke of playing in a game run by James M. Ward;)

I can say that Jim has been the DM in a number of AD&D game sessions I have played, and his material was indeed high level, but the emphasis was more on exploration and action than on story.

You are correct, amateur theater is not popular with me, as I think that the story in a RPG campaign needs to be outlined by the DM, then "written" by him and the players' characters in interaction with the campaign environment, so that the events that take place are unknown until they have taken place.

> Quote:
>
> *2) Are there any of the people I mentioned that you have not had contact w/ in many years that you would like to get together with and BS, or play a game with? IOW, who were some of the folks you really enjoyed working and/or gaming w/ at TSR who seemingly have dropped off the face of the earth? (so to speak). Not Rob, Frank, and Jim, but some of the others (if any).*
>
> *Thank you again. :)*

The short answer is none. I do get together with Francois MArcela Froideval every couple of years, and we remain in touch via email and telephone. He is the only one of the former writers from TSR that was omitted from my list. There are a number of players from my campaign, or met at conventions, that I enjoy encountering online, via email, or in person--and that I manage pretty well.

My main creative contacts these days are with writers with whom I am currently working, and those are quite stimulating and enjoyable.

Cheers,
Gary

Cheers,
Gary

Col_Pladoh
Wednesday, 9th July, 2003, 02:11 PM

> Quote:
>
> *Originally posted by green slime*
> **Hi Gary!**
>
> *I've always enjoyed the Scarlet Brotherhood, and the area they inhabit. What occured in your campaign there? Where they always monks? What conspiracies where they involved in?*
>
> *Thanks!*

Yes, when I devised the Scarlet Brotherhood I based the concept on an organization of monks who were augmented by assassins and clerics, with a large number of fighters around, of course.

Most of the play in my campaign was around the Nyr Dyv and westwards. Thus the Brotherhood's machinations were not central to the action. I was planning to do a module to two featuring them, but that didn't happen, so I have no detailed plots regarding them and their conspiricies. As with many places on the continent of Oerik, they were there for use as needed, a tool for the DM;)

Cheers,
Gary

WinnipegDragon
Wednesday, 9th July, 2003, 02:55 PM

I have a question if I may, Gary. (I'll skip the fluff and fawning, but suffice it to say it's kind of neat talking with you, and I'm a fan!)

I hold very fond and nostalgic memories of the D&D cartoon as I'm sure many others on the boards do. Who holds the rights to these, and have you heard anything about a possible DVD release of the series, similar to what is happening right now with The Transformers, etc?

Col_Pladoh
Wednesday, 9th July, 2003, 03:10 PM

> Quote:
>
> *Originally posted by WinnipegDragon*
> **I have a question if I may, Gary. (I'll skip the fluff and fawning, but suffice it to say it's kind of neat talking with you, and I'm a fan!)**
>
> *I hold very fond and nostalgic memories of the D&D cartoon as I'm sure many others on the boards do. Who holds the rights to these, and have you heard anything about a possible DVD release of the series, similar to what is happening right now with The Transformers, etc?*

Indeed, the series was a good one, and I was very sad that it was dropped after 26 episodes without a more "advanced" version going into production as was planned.

All the rights to the D&D Cartoon Show are held jointly by WotC and Marvel. Neither entity keeps me in the loop regarding their plans for any further exploitation of the series...

Cheers,
Gary

Nikosandros

Hello Gary! :)

I've always been curious about the origin of a "weird" combo of magic items in AD&D...

Namely, the possibility of stacking *Gauntlets of Ogre Power* and a *Girdle of Giant Strength* when using magical warhammers (or was that only when using an *Hammer of Thunderbolts*?)

Thanks!

Col_Pladoh

Quote:

> *Originally posted by Nikosandros*
> **Hello Gary! :)**
>
> **I've always been curious about the origin of a "weird" combo of magic items in AD&D...**
>
> **Namely, the possibility of stacking Gauntlets of Ogre Power and a Girdle of Giant Strength when using magical warhammers (or was that only when using an Hammer of Thunderbolts?)**
>
> **Thanks!**

Salut!

The combined gauntlets and girdle applied only to the noted magic item, it being akin to Thor's hammer, Mjolmir. Otherwise the two different items did not combine their powers.

Cheers,
Gary

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Hadit

Wednesday, 9th July, 2003, 10:14 PM

Quote:

> Originally posted by Col_Pladoh
> **Most of the play in my campaign was around the Nyr Dyv and westwards.**

Heya Gary,

Mention of the Lake of Unknown Depths has sparked a trivial (but old) question I've had for awhile.
How do you pronounce Nyr Dyv? (I've always said it like: "nyer deev".)
Also, how do you pronounce Flanaess?

Thanks, Duglas

Col_Pladoh

Thursday, 10th July, 2003, 01:37 PM

Quote:

> Originally posted by Hadit
>
> **Heya Gary,**
>
> **Mention of the Lake of Unknown Depths has sparked a trivial (but old) question I've had for awhile.**
> **How do you pronounce Nyr Dyv? (I've always said it like: "nyer deev".)**
> **Also, how do you pronounce Flanaess?**
>
> **Thanks, Duglas**

What's in a name?

Well, FWIW, here is how I mumble those names :eek:

Nyr Dyv: "Nir Div," with a punning "Near Dive" when PCs were about to be immersed.

Flanaess: "Flan-AeCE," the stressed syllable almost sounding "ace," the "Ae" like "Ay" perhaps.

Cheers,
Gary

Tamsar

Thursday, 10th July, 2003, 10:50 PM

Hello Gary,

Since I've been unable to find an answer in this rather humongous thread, can you give all us Gord fan's an update on the proposed Graphic Novels based on the books?

Thanks

Col_Pladoh

Friday, 11th July, 2003, 01:18 PM

Quote:

> Originally posted by Tamsar
> **Hello Gary,**
>
> **Since I've been unable to find an answer in this rather humongous thread, can you give all us Gord fan's an update on the proposed Graphic Novels based on the books?**
>
> **Thanks**

Hi Tamsar:)

Trigee proposes, the publisher disposes...

We had thought the series of comic-book-sized, full-color installments of the first of the Gord the Rogue graphic novels was going to launch in August. However, problems with illustrators and inkers have delayed things.

The current launch date has been moved back all the way to December:(

That's all I can relate.

Cheers,
Gary

Joseph Elric Smith

Well now I can get it for Christmas :)
Ken

Plycon

Hi Gary,

If I remember correctly - you once recommended the Black Company series by Glen Cook in Dragon Magazine. Based on that suggestion I started reading the series and loved it. Thanks for the recommendation!

I'm curious - since you suggested the series, I'm assuming you've kept up with the new books over the last 12 years... how do you like how Cook wrapped things up?

Col_Pladoh

Howdy Plycon,

Glad you enjoyed the "Black Company." I found Glem Cook's writing to be the sort I enjoy. Unfortunately, I did not keep up with the series because of work--many books to read for research and much writing to do. In short, I never got very far in the series. Oh well, something more to put on my list of books to pick up and read... What I am waiting for most eagerly is Vance's "Sequal to Ports of Call."

Cheers,
Gary

grodog

Hola Gary---

Seen this yet?

> Quote:
>
> *Michael's problem -- really his whole party's problem -- is one that pops up now and again in D&D campaigns and in game-related fiction (maybe most infamously in Gary Gygax's Gord the Rogue series, when the celestial is willing to bring only one of three dead party members back to life, even though they are on a mission to save the world). The party tromps through some benighted hell-hole, comes upon an imprisoned celestial creature, braves deadly dangers, traps and guardians to free it, and maybe even loses one or more characters in the process. Rather than showing gratitude, the celestial cops an attitude, grudgingly offers some minimal reward or assistance, then disappears.*

See http://www.wizards.com/default.asp?x=dnd/bs/20030720a for the full article.

As author of "Good isn't Stupid" and various other paladins-don't-suck articles from back-in-the-day, what's your take on this guy quoting your Gord solar encounter on the WotC site as the way not to run angels?

I find Jason Nelson's arguments built of straw men, since he merely alludes to the Gord story without providing context, a context which would further support your solar's reaction based on the celestial rules as he outlines them in his article (Gord doesn't support LG faiths/gods/goals and vice-versa; Greyhawk's context of Neutrality vs. the polar alignments; etc.).

Col_Pladoh

Hi Alan,

Indeed, the quote hit my games list yesterday. I am quite indifferent to the author's opinions, believe his perjorative "imfamous" sounds pretty much like like sour grapes, and appreciate the name mention.

As for minions of Good, especially Lawful Good, it seems to me that most people fail to understand that Law if the prime operative word in the consideration of the alignment. They should consider the Mosaic Law for the best example of how rigid and demanding the strict adherants of LG are as the system was devised. Good MUST come from adhering strictly to Law. the corellary is: Law is force. the latter is, of course, a matter of actual fact, while what is good is a subjective thing.

Other than that I really don't have any comment;)

Cheers,
Gary

Steverooo

Continued...

This thread's almost to ten pages, so I started a new one at:

http://enworld.cyberstreet.com/showt...threadid=57832

Joseph Elric Smith   Tuesday, 22nd July, 2003, 04:35 PM

Ah just trying to confuse us LOL
ken

Continued...

This thread's almost to ten pages, so I started a new one at:

http://enworld.cyberstreet.com/showt...threadid=57832

Joseph Elric Smith

Ah just trying to confuse us LOL
ken